

STARFINDER

The cover art for Starfinder Alien Archive 2 depicts a dramatic scene in a dark, industrial environment. A large, purple-skinned, insectoid alien with mechanical armor and wings dominates the upper left, holding a massive, futuristic weapon. In the lower left, a small, translucent blue alien with large eyes and a wide, toothy grin is shown. To the right, another insectoid alien with a glowing yellow eye and a long, segmented body is visible. The background features a large, glowing purple orb and a cityscape with a prominent tower. The overall color palette is dominated by purples, blues, and greys, with bright highlights from the glowing elements.

ALIEN ARCHIVE 2

THE PACT WORLDS SYSTEM

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THE DIASPORA

ABSALOM STATION

IDARI

ABALLON

AKITON

CASTROVEL

VERCES



STARFINDER

ALIEN ARCHIVE 2



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This book refers to several other Starfinder products, yet these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available online for free at sfrd.info.



OVERVIEW



You are not alone in the universe. In the Starfinder Roleplaying Game, strange new creatures and cultures await your party of adventurers on every new planet and space station. Whether you're on a routine trading mission in the most familiar sectors of the Pact Worlds or exploring never-before-contacted planets out in the mysterious reaches of the Vast, Starfinder is a game about aliens—playing them, fighting them, and everything in between.

Starfinder Alien Archive 2 presents a sampling of such aliens, designed both for Game Masters to use in crafting challenging encounters and adventures and for players to use in creating and customizing the perfect characters. It's also a font of setting information and cultural details on the melting pot of different worlds that is Starfinder's home galaxy. To fully use the creatures in this codex, you'll need a copy of the *Starfinder Core Rulebook*, while information for creating your own alien foes and other NPCs is detailed in the *Starfinder Alien Archive*. You can also find Starfinder rules online for free at sfrd.info.

This book is only a small sampling of the myriad creatures found in the Starfinder campaign setting. For more, see *Starfinder Adventure Path* volumes, *Starfinder Pact Worlds*, and other supplements—or quickly and easily import monsters from the *Pathfinder RPG Bestiary* volumes into your Starfinder game using the rules from the *Pathfinder Legacy* chapter of the *Core Rulebook*. Appendix 1: Creature Grafts gives creature creators not only grafts for constructing some of the aliens newly presented in this book but also environment-based template grafts that let GMs populate infinite worlds with appropriate creatures.

But *Alien Archive 2* doesn't stop at creatures! This book also presents a ton of alien gear sprinkled throughout the creature entries—such as armor, magic items, weapons, and more—that's perfect for rewarding or customizing player characters. Appendix 2: Polymorphing offers spellcasters rules for changing forms into almost any creature imaginable!

There's a whole galaxy out there, full of creatures to fight or befriend. Are you ready?

RACIAL TRAITS AND ALIEN PCS

This book continues the Starfinder tradition of presenting players with a multitude of alien species to choose from when creating their characters. See page 159 for an index of the playable species in this book. As always, it's up to the GM to decide whether to allow player-character versions of these aliens in her game. While there is a preponderance of nonhumanoid aliens with strange morphology, all playable alien races are considered to have two hands for the purposes of holding and wielding weapons and other equipment (unless otherwise noted). Similarly, any playable alien can purchase and use the equipment presented in various Starfinder books

regardless of its specific physiology. A character might have to adjust armor originally created for a different race before she can wear that armor effectively; see page 196 of the *Core Rulebook* for rules on adjusting armor. At the GM's discretion, these rules can be used as a baseline for adjusting other types of equipment for similar reasons. The GM can also opt to treat nonhumanoid player races as humanoids for the purposes of spells and other abilities.

HOW TO READ A CREATURE STAT BLOCK

The following section breaks down how to read a creature's statistics, also called a stat block. Not all creatures have all of the information listed below. If a creature has any entries that aren't explained here or that differ from the normal class features and other rules for characters presented in the *Core Rulebook*, you'll find them explained fully either at the end of the stat block under Special Abilities, in Appendix 3: Universal Creature Rules, or in the graft that grants them (whether creature subtype, class, or template; see page 126 of the *Alien Archive* for more about grafts).

Name and CR: The creature's name is presented along with its Challenge Rating (CR), a numerical representation of the creature's relative power. Challenge Rating is explained in detail on page 389 of the *Core Rulebook*, but as a general rule, monsters with a CR equal to the average level of the characters in your party is about right for them to fight—if the CR is too high, it'll be too difficult, and if it's too low, it won't be a fun challenge.

XP: This is the total number of experience points the player characters (PCs) earn for defeating the creature. Note that this is the total for the party, not each character!

Race and Grafts: Some creatures have a race entry, and some are also built with class or template grafts, giving them more abilities. If this entry lists "variant," the creature is an altered version of the base creature that goes beyond gaining different special abilities or class grafts. If this entry lists "unique," the creature is the only one of its kind.

Alignment, Size, Type, and Subtype: A creature's listed alignment represents the norm for such creatures; an individual can vary as you require for the needs of your campaign. A creature's size determines its space and reach. Some innate abilities come from the creature's type and subtype.

Init, Senses, and Perception: This lists the creature's initiative modifier, followed by its special senses (omitted if it doesn't have any). Its Perception modifier is listed here and not in its Skills entry (see page 5).

Aura: If the creature has a magical or exceptional aura, it is listed here, along with the aura's radius from the creature and the save DC to resist the aura's effects, where applicable. Some universal creature rules, such as frightful presence, are also listed in this line.

HP and RP: These entries list the creature's Hit Points and (if it uses them) its Resolve Points.

EAC and KAC: The creature's Energy Armor Class and Kinetic Armor Class are listed here.

Fort, Ref, and Will: The creature's Fortitude, Reflex, and Will saving throw modifiers are listed here, followed by situational adjustments to those modifiers.

Defensive Abilities, DR, Immunities, Resistances, and SR: If the creature has any defensive abilities, damage reduction (DR), immunities, resistances, or spell resistance (SR), they're listed here.

Weaknesses: This lists the creature's weaknesses, if any.

Speed: This notes the creature's speed, followed by any additional speeds and types of movement the creature has as well as any conditional adjustments. If the creature has a fly speed, the source of its fly speed (whether extraordinary, supernatural, or from another source such as an item) is given, followed by its maneuverability.

Melee: The creature's melee attacks are listed here, each starting on a separate line. The attack roll modifier appears after the attack's name, followed by the attack's damage, damage type, and critical effects in parentheses. Creatures with melee or ranged natural attacks or weapons (such as acid spit, bite, or claw) are considered to have the natural weapons universal creature rule (see page 151).

Multiattack: If the creature can make more than two melee attacks with a full action (usually with different weapons), the attacks and attack roll modifiers are listed in this entry, followed by each attack's damage, damage type, and critical effects in parentheses.

Ranged: This entry lists the creature's ranged attacks in the same format the Melee entry uses for melee attacks.

Space and Reach: The creature's space and reach are noted here if they are other than a 5-foot square and 5 feet (those values are the default for a Medium creature). Any special reach (from weapons or the like) is listed in parentheses.

Offensive Abilities: This entry lists abilities the creature is likely to use offensively.

Spell-Like Abilities: After noting the caster level of the creature's spell-like abilities (and its melee or ranged attack roll modifiers, if any spells require them), this section lists the creature's spell-like abilities (and the associated saving throw DCs, where relevant), organized by the number of times per day it can use each ability.

Spells Known: If the creature can cast spells (usually due to a mystic or technomancer class graft), its caster level is shown in this entry (and its melee or ranged attack roll modifiers, if any spells require them), followed by the spells it knows (and the associated saving throw DCs, where applicable), and then how many spell slots of each level it has available per day. Often, only the creature's most powerful spells are listed here.

Ability Score Modifiers: The creature's ability score modifiers (rather than the scores themselves) are listed here.

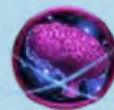
MONSTER REFERENCE SYMBOLS

This book uses the following symbols to help GMs quickly determine how a creature can most effectively be used in combat. They also help GMs locate creatures to fill given roles when designing an encounter. If a symbol appears only once in the margin of an entry with multiple stat blocks, it applies to each creature.



COMBATANT

These creatures are best suited to physical fighting; they may be most effective at range, in melee, or both.



EXPERT

These creatures tend to be most effective with various skills.



SPELLCASTER

These creatures rely primarily on spells or spell-like abilities.

Skills: The creature's skills are listed here alphabetically with their modifiers, along with conditional modifiers in parentheses that apply in certain contexts or to specific tasks. Creatures are assumed to have whatever tools they need to use the listed skills (such as Engineering) without a penalty.

Feats: Only feats that give situational bonuses or allow for special combat tactics are listed in monster stat blocks. Feats that give the creature a static bonus (such as Improved Initiative) are already factored into the creature's statistics and are therefore not listed.

Languages: The languages most commonly understood and spoken by the creature are noted here, along with any other special means of communication (such as telepathy). You can swap out the languages known for other choices as needed.

Other Abilities: This entry lists the creature's noncombat abilities and features that aren't covered in another line.

Gear and Augmentations: This entry details the creature's gear and augmentations, which can be altered to best suit your needs.

Environment: The regions and climates in which the creature is typically encountered are listed here, though you're welcome to use the creature in different environments.

Organization: This entry describes typical groupings for this creature type and whether such groups include any other types of creatures.

Special Abilities: Any of the creature's unusual abilities that aren't detailed elsewhere are described in this section.

AEON, TEKHOINOS



TEKHOINOS
AEON
CR 10
XP 9,600

TEKHOINOS

CR 10

XP 9,600

N Medium outsider (aeon, extraplanar)

Init +5; Senses darkvision 60 ft.; Perception +19

DEFENSE HP 145

EAC 23; KAC 24

Fort +11; Ref +9; Will +13

Defensive Abilities adaptive defense, unflankable; **Immunities** cold, critical hits, poison; **Resistances** electricity 10, fire 10; SR 21

OFFENSE

Speed 20 ft., fly 40 ft. (Su, perfect)

Melee slam +19 (2d8+12 B)

Multiattack 3 slams +13 (1d10+12 B)

Ranged telekinetic blast +21 (2d8+10 B; critical knockdown)

Offensive Abilities pattern bind

Spell-Like Abilities (CL 10th)

1/day—hold monster (DC 20), plane shift (self only)

3/day—synaptic pulse (DC 19)

At will—invisibility

STATISTICS

Str +2; Dex +5; Con +2; Int +2; Wis +8; Cha +3

Skills Acrobatics +19 (+27 to fly), Culture +19 (+29 to recall knowledge), Engineering +19, Life Science +19 (+29 to recall knowledge), Mysticism +24 (+34 to recall knowledge), Sense Motive +19, Stealth +24

Languages envisaging

Other Abilities no breath

ECOLOGY

Environment any (Outer Planes)

Organization solitary, pair, or collective (3–10)

SPECIAL ABILITIES

Adaptive Defense (Ex) When a tekhoinos takes acid, electricity, fire, or sonic damage, it gains resistance 10 to that damage type. This resistance does not apply to the triggering attack, and it lasts for 1 hour or until the tekhoinos takes damage of another of those types, triggering a new resistance. This resistance stacks with other sources of energy resistance.

Pattern Bind (Su) As a standard action, a tekhoinos can force a creature within 100 feet to repeat its actions unless it succeeds at a DC 19 Will saving throw.

Whatever full, standard, or move actions the creature takes on its turn after being subjected to this effect, the target must repeat on the following turn.

The creature must take the same actions in the same order (for example, moving its speed and casting a specific spell) and must act against the same target or targets. However, the creature doesn't have to make exactly the same choices (such as moving the same number of squares or choosing the same command for

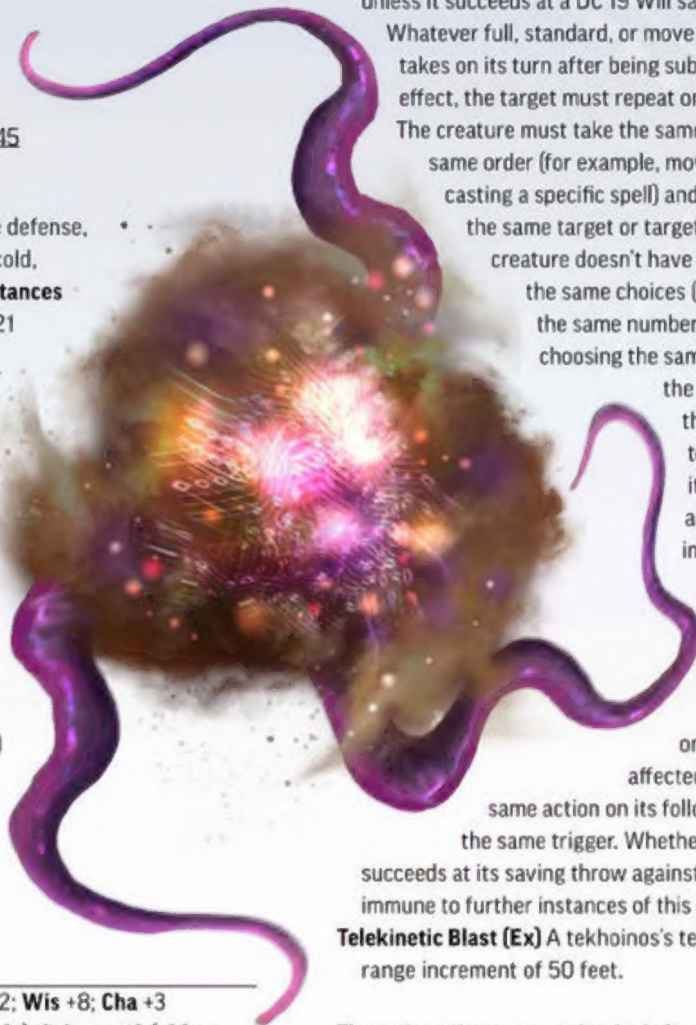
the command spell). If the target is unable to repeat an action, it is unable to act and its turn ends immediately. A creature that is affected by pattern bind can't delay, and if it readies an action on the first turn it is affected, it must ready the

same action on its following turn using the same trigger. Whether or not a creature succeeds at its saving throw against this ability, it is immune to further instances of this effect for 24 hours.

Telekinetic Blast (Ex) A tekhoinos's telekinetic blast has a range increment of 50 feet.

The enigmatic aeons maintain balance in the multiverse according to rules known only to themselves. Each variety of aeon holds sway over an aspect of the natural order and seeks to maintain equilibrium, indifferent to any concerns of ethics or morality. Tekhoinos aeons concern themselves with the balance between social development and technological advancement. Populations whose scientific advancements have outstripped their social development are likely to draw a tekhoinos's attention, as are those who forcefully suppress technological development in favor of spiritual concerns.

Tekhoinos often become involved when a society is uplifted or held back by outside forces, but they also step in when a society manages to unbalance itself. Exactly what constitutes a society out of balance is determined by an intricate code unfathomable to any but the aeons. When an imbalance is suspected, a single tekhoinos visits the society, gathers intelligence with its innate powers, and



then confers with a larger collective of tekhoins and other aeons via its envisaging ability. Once a consensus is reached, the tekhoins can begin its intervention, wait for reinforcements, or move on to seek out more imbalanced civilizations.

Technological excess that would draw a tekhoins's attention might include any less-advanced species that stumbles across advanced technology or species that invent technologies that their societies lack the cultural maturity to handle. On the other end of the spectrum, societies that eschew technology to the extent that harm is done to their societal development might attract tekhoins, which then seek to inspire new inventions or disrupt the social constructs that keep technological innovation at bay. Tekhoins prefer covert actions such as manipulation and sabotage to direct confrontation, but this preference is not out of a desire to protect the recipients of their intervention—the aeons have merely found that subtlety makes for more lasting change. This clandestine approach also does not mean the aeons' actions are benign. A collective might rectify an imbalance through covert manipulation of key individuals or targeted assassinations, or they might take more drastic measures, such as detonating a starship's reactor or instigating a war, all based on cold calculations regarding which actions give the highest probability of long-term success.

Tekhoins take great pains to hide their presence, lest notice of their tampering lead to further imbalance. They spend most of their time invisible, and they move carefully and deliberately to further evade detection. They prefer to incapacitate those who discover them, but they don't hesitate to dispose of creatures that prove a threat to their aims.

Tekhoins normally intervene in the affairs of single planets, isolated communities, or remote outposts since sprawling planetary and interplanetary populations more readily resist change and are more likely to uncover tekhoins's manipulations. However, when major populations swing so far out of balance that they can't be ignored, they warrant intervention by multiple tekhoins collectives. Such grand interventions can require generations of covert observation and manipulation before massive, coordinated action, all overseen by elder aeons of significantly greater capabilities.

Such major actions might be subtle. However, if the threat of the imbalance is widespread but its source centralized, or if swift action is required, the intervention could resemble an invasion. The tekhoins collectives assigned to the intervention might take direct control of problematic sites

or objects. Forced into such action, the aeons then directly confront any defenders of those problem areas.

A tekhoins has no eyes, instead perceiving with its entire body. Three tentacle-like limbs revolve around a tekhoins's nebulous core, and the substance of each limb shifts constantly. Across the aeon's body, patterns of crystalline circuitry and iridescent vapor form, propagate, and give way, the same structure never repeating. The typical tekhoins measures 4 feet across but weighs only a few pounds.

Like all their kin, tekhoins communicate using mental imagery rather than words. Among their own kind, they can share the full range of experience and emotion via these images, but communication with non-aeons is far more limited. However, as caretakers of civilization, tekhoins have better insight into the minds of other creatures than typical aeons have. They can make full use of their telepathic images to communicate with other creatures even when such interactions would normally require a shared language.



ADAPTIVE DEFENSE MODULE ARMOR UPGRADES

Despite their secrecy, tekhoins have been identified as the corrective force behind more than one newly stabilized society, and they have even been celebrated for their role. One civilization on a lonely planet in Near Space had great mastery over magic and technology, but its people had long turned a blind eye to the great suffering they caused one another. After a tekhoins intervened and ushered in an era of peace and prosperity, these people designed an armor upgrade meant to honor their benefactor.

UPGRADE	LEVEL	PRICE	SLOTS	ARMOR	
				TYPE	BULK
Adaptive defense module, mk 1	7	6,500	1	Any	—
Adaptive defense module, mk 2	14	75,000	1	Any	—
Adaptive defense module, mk 3	17	250,000	1	Any	—

ADAPTIVE DEFENSE MODULE (HYBRID) **LEVELS 7-17**

An adaptive defense module emulates the ever-shifting defense of the tekhoins. When you take acid, cold, electricity, fire, or sonic damage from an attack, you gain resistance to that energy type equal to $5 \times$ the upgrade's mark number; this resistance does not apply to the triggering attack, and it lasts for 10 minutes or until you take energy damage of another of those types, triggering a new resistance.

AEON,
TEKHOINS

AKATA



AKATA
CR1
XP400

VOID ZOMBIE
CR1
XP400

AKATA CR1

XP 400

N Medium aberration

Init +6; **Senses** blindsense (life) 10 ft., blindsense (scent) 60 ft., darkvision 120 ft.; **Perception** +5

DEFENSE HP 18

EAC 12; KAC 13

Fort +3; **Ref** +3; **Will** +3

Immunities cold, disease, poison, starvation; **Resistances** fire 5

Weaknesses susceptible to salt water

OFFENSE

Speed 40 ft., climb 20 ft.**Melee** bite +8 (1d6+2 P plus void bite)

STATISTICS

Str +1; **Dex** +2; **Con** +4; **Int** -4; **Wis** +1; **Cha** +0**Skills** Acrobatics +5, Athletics +5 (+13 to climb), Stealth +10**Other Abilities** deaf, hibernation, no breath

ECOLOGY

Environment any**Organization** solitary, pair, pack (3-11), or colony (12-30)

SPECIAL ABILITIES

Deaf (Ex) Akatas cannot attempt Perception checks to

listen and are immune to effects that rely on hearing to function.

Hibernation (Ex) Akatas can enter a state of hibernation for an indefinite period of time when food is scarce. After 3 or more days without eating, an akata can secrete a fibrous material that hardens into a dense cocoon of the starmetal called noqual. The cocoon has hardness 30 and 30 Hit Points, and it is immune to bludgeoning and fire damage. As long as the cocoon remains intact, the akata within remains unharmed. The akata remains in a state of hibernation until it is exposed to extreme heat or senses a living creature with its blindsense, at which point it claws itself free of its cocoon in 1d4 minutes, leaving the fragments of its cocoon behind.

Susceptible to Salt Water (Ex) A splash of salt water deals 1d6 damage to an akata, and full immersion in salt water deals 4d6 damage per round.

Void Bite (Ex) Akatas hold hundreds of microscopic larval young within their mouths, and they spread their parasitic offspring to hosts through their bite. Only humanoids make suitable hosts for akata young—all other creature types are immune to this parasitic infection. This affliction is known as void death.

VOID DEATH

Type disease (injury); **Save** Fortitude DC 10**Track** physical; **Frequency** 1/day

Effect No latent/carrier state; an infected creature that dies rises as a void zombie 2d4 hours later.

Cure 2 consecutive saves

VOID ZOMBIE

CR1

XP 400

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 22

EAC 11; KAC 15

Fort +3; **Ref** +3; **Will** +3**Immunities** undead immunities**Weaknesses** susceptible to salt water

OFFENSE

Speed 40 ft.

Melee slam +8 (1d6+5 B) or
feeding tendril +8 (1d6+5 P plus blood drain)

STATISTICS

Str +4; **Dex** +2; **Con** -; **Int** -; **Wis** +0; **Cha** +0**Skills** Athletics +10**Other Abilities** mindless, unliving

ECOLOGY

Environment any**Organization** any

SPECIAL ABILITIES

Blood Drain (Ex) If a void zombie hits a living creature with its feeding tendril, it drains that creature's blood, dealing 2 Strength damage before the tendril detaches.

Susceptible to Salt Water (Ex) See page 8.

Terrifying predators that dwell in the vast void of space, akatas make their homes on lifeless asteroids, comets, and dying planets, hibernating in cocoons composed of the starmetal noqual for countless centuries. An akata looks similar in shape to a lion, but with hairless, rubbery blue skin and a mane of thick, lashing tentacles. Its face is little more than two eyes glowing with ever-changing light and a fanged maw. Two long tentacular tails extend from its muscular hindquarters. A typical akata stands 3-1/2 feet tall and weighs 400 pounds.

Akatas lack auditory organs, lungs, and vocal cords, and they can't hear or vocalize in any way. Instead, they communicate with each other through sight and scent. Akatas can change the color of their eyes to over a thousand shades, which they use in conjunction with complex tail movements to communicate visually. Scent glands located just behind the jawbone on akatas' necks produce a wide variety of smells that other akatas can "taste" with their tongues.

Akatas live in colonies of up to 30 individuals. Massive akatas known as akata alphas rule the largest of these colonies. Most colonies inhabit small asteroids or meteors hurtling through the depths of space. Akatas can hibernate for centuries, protecting themselves in cocoons made from a combination of resin from the creatures' pores and noqual. When a meteorite carrying an akata colony crashes onto a planet or another astronomical object that can support life, the akatas awake from their cocoons. Akatas usually consume the remains of their cocoons upon awakening, but 1 bulk of noqual worth 500 credits can be harvested from the remnants of a single akata cocoon (see page 64 of *Starfinder Armory* for more information on noqual). Once awakened, akatas can drastically depopulate a planet as they seek out suitable hosts for their young.

VOID ZOMBIES

Akatas reproduce by implanting their parasitic larval offspring in humanoid hosts. These microscopic larvae cause an infection called void death, which functions as a disease. Those who perish from void death become void zombies. A void zombie looks like a walking rotting corpse, often with a bloated blue-gray "tongue"—the fanged tail of the parasitic larva inside—dangling from its broken skull where its lower jaw once was.

After a humanoid host dies from void death, the strongest of the akata larvae infesting the corpse worms its way to the host's brain and undergoes a swift initial gestation within 2d4 hours. This accelerated growth causes the feeler-covered head of the oversized, tadpole-shaped parasite to latch onto the

base of its victim's brain and reenergize the dying organ, taking control and turning the host into a void zombie.

Akata larvae require 1d4 weeks as a second gestation before undergoing the transformation into adult akatas. A void zombie bearing an akata larva ready to emerge seeks out a secluded area and vomits the akata's offspring into a shallow hole or crevice. The void zombie then "dies," toppling over the disgorged larva. A scant 2d6 hours later, a full-grown akata emerges, usually taking the rotting corpse of its former host as its first meal.

VOID ZOMBIE TEMPLATE GRAFT (CR 1+)

A humanoid that dies from void death contracted from the void bite of an akata becomes a mindless undead host for the akata's larval offspring.

Required Creature Type: Undead.

Suggested Array: Combatant.

Traits: Blood drain, mindless, susceptible to salt water; land speed increases by 10 feet; gains a feeding tendril melee attack that deals piercing damage; Int changes to —; gains Athletics as a master skill.

Suggested Ability Score Modifiers: Strength.



ANACITE



**ANACITE
AMBASSADOR**
CR 6
XP 2,400

ANACITE AMBASSADOR**CR 6**

XP 2,400

LN Medium construct (technological)

Init +3; Senses darkvision 60 ft., low-light vision;

Perception +13

DEFENSE**HP 90**

EAC 18; KAC 20

Fort +3; Ref +3; Will +7

Defensive Abilities retractable laser; **Immunities** construct immunities**Weaknesses** light dependency**OFFENSE**

Speed 40 ft.

Melee slam +13 (1d6+6 B)**Ranged** retractable laser +15 (1d6+6 F; critical burn 1d4)**STATISTICS**

Str +0; Dex +3; Con —; Int +4; Wis +1; Cha +4



**ANACITE
PREDATOR
DRONE**
CR 10
XP 9,600

Skills Bluff +13, Culture +18, Diplomacy +18, Sense Motive +13**Languages** Common, up to four others; shortwave 100 ft.**Other Abilities** language assimilation, unliving**ECOLOGY****Environment** any (Aballon)**Organization** solitary or pair**SPECIAL ABILITIES**

Language Assimilation (Ex) An anacite ambassador can spend 1 minute accessing a planet's infosphere to learn any language commonly spoken on that planet. Alternatively, the anacite can learn a language by spending 1 day listening to it and reading it. An anacite ambassador can store knowledge of up to four languages at a time in this way, and it can choose which language to replace when it wants to learn a new one.

Light Dependency (Ex) An anacite ambassador can acquire power from dim or brighter light, and it can store power generated in this way. The anacite can operate in darkness for 2 hours. After this time, the anacite gains the sickened condition until it returns to an area of dim or brighter light.

Retractable Laser (Ex) An anacite ambassador's retractable laser has a range increment of 90 feet. When not in use, this weapon is folded inside the anacite's arm and hidden from sight. A creature unaware of the anacite's hidden weapon must succeed at a DC 24 Perception check to find its compartment. The anacite can deploy or retract this weapon as a swift action or as part of making an attack or full attack. The weapon is mounted and leaves the anacite's hands free, and the anacite can't be disarmed of it. While deployed, the laser can be sundered as an item with a level equal to the anacite's CR.

Shortwave (Ex) An anacite can communicate wirelessly. This acts as telepathy, but only with other creatures with this ability or constructs with the technological subtype.

ANACITE PREDATOR DRONE**CR 10**

XP 9,600

LN Large construct (technological)

Init +5; Senses blindsight (heat) 60 ft., darkvision 60 ft., low-light vision;

Perception +19

DEFENSE**HP 165**

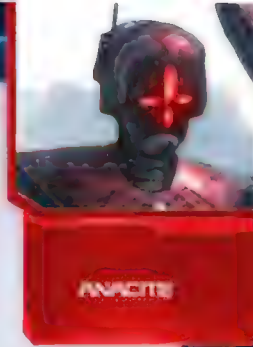
EAC 23; KAC 25

Fort +10; Ref +10; Will +7

Defensive Abilities integrated weapons;**Immunities** construct immunities**Weaknesses** sunlight dependency**OFFENSE**

Speed 30 ft., fly 60 ft. (Ex, perfect)





Melee horn +23 (2d10+18 P)

Ranged integrated automatic laser +20 (4d4+10 F; critical 2d4 burn) or

integrated electric ray +20 (3d6+10 E; critical 2d6 arc)

Space 10 ft.; **Reach** 5 ft.

Offensive Abilities target lock

STATISTICS

Str +8; **Dex** +5; **Con** —; **Int** +0; **Wis** +3; **Cha** +0

Skills Acrobatics +19 (+27 to fly), Athletics +24, Stealth +19

Languages Common; shortwave 100 ft.

Other Abilities tracking (heat), unliving

ECOLOGY

Environment any (Aballon)

Organization solitary, pair, or squadron (3–6)

SPECIAL ABILITIES

Automatic Laser (Ex) An anacite predator drone's automatic laser can fire in automatic mode each round at up to five targets. The weapon has a range increment of 60 feet.

Electric Ray (Ex) An anacite predator drone's electric ray has a range increment of 60 feet.

Shortwave (Ex) See page 10.

Sunlight Dependency (Ex) Anacites are solar-powered constructs, although they can function at reduced capacity away from light. In areas of darkness, they gain the sickened condition.

Target Lock (Ex) As a move action, an anacite predator drone can lock on to a target within 60 feet that it can see. The anacite can have only one locked target at a time. Against the anacite's attacks, a locked target gains no benefit from concealment less than total concealment, and a locked target reduces its bonus to AC due to cover by 2.

Anacites have varied general designs, but some have evolved for specialized tasks. Two such specialists are the ambassador and the predator drone.

Anacite ambassadors travel to foster diplomatic relations. Most often members of Those Who Become, anacite ambassadors serve on Aballonian seedships as emissaries. Anacite ambassadors can easily learn languages. Further, although they are not warriors, ambassadors can protect themselves with built-in lasers. To avoid tension during diplomacy, ambassadors keep this weapon retracted until it's needed, though they usually notify their hosts about the laser unless there's a good reason to keep it a secret.

An anacite predator drone resembles a rhinoceros beetle made of silvery metal with a reddish shell that opens to reveal enormous wings. The drone's weapons are part of its body, leaving its wings and appendages free. Countless drones police the megaplexes of Aballon. Others serve as soldiers for anacites that have greater authority, fighting in places such as the Midnight Trenches.

ANACITE POWERED ARMOR

Arms manufacturers in the Aballonian megaplex of Pursuit produce powered armor that mimics the versatile and customizable capabilities of anacite laborers. Anacites who subscribe to the philosophy of Those Who Become promote this powered armor as a good way for non-anacites to experience the superiority of the constructed form.

LABORER FRAME

LEVEL 7

PRICE 7,500

EAC Bonus +10; **KAC Bonus** +13

Max Dex Bonus +2; **Armor Check Penalty** –3; **Speed** 30 ft.

Strength 18 (+4); **Damage** 1d10 B

Weapon Slots 2; **Upgrade Slots** 2

Capacity 40; **Usage** 1/hour

Size Medium; **Bulk** 22

DESCRIPTION

A laborer frame resembles an anacite laborer (*Starfinder Alien Archive* 10). These armor frames allow weapon and upgrade modifications, mimicking the ways in which anacite laborers improve themselves. The frame is also reconfigurable for movement. When you buy the armor, the movement is set to one mode that you choose, but this mode can be changed with 1 hour of work using an engineering toolkit or tech workshop. The possible modes are detailed below.

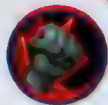
Advanced Treads: The land speed the armor grants you increases to 40 feet.

Climbing Pads: The armor grants you a climb speed of 15 feet.

Swim Jets: The armor grants you a swim speed of 15 feet.



ARQUAND GAZELLE



ARQUAND
GAZELLE
CR 4
XP 1,200

ARQUAND GAZELLE

CR 4

XP 1,200

N Large animal

Init +5; Senses low-light vision; Perception +10

Aura tranquility (60 ft., DC 13)

DEFENSE

HP 50

EAC 16; KAC 18

Fort +7; Ref +9; Will +3

Immunities Arquand immunities

Weaknesses docile

OFFENSE

Speed 50 ft.

Melee gore +9 (1d6+7 P) or

if not docile +12 (1d6+7 P; critical bleed 1d4)

Space 10 ft.; Reach 10 ft.

Offensive Abilities stampede, trample (1d6+7, DC 13)

STATISTICS

Str +3; Dex +5; Con +0; Int -4; Wis +0; Cha +1

Skills Athletics +15

ECOLOGY

Environment any forests, hills, or plains (Arquand)

Organization solitary, pair, or herd (4-40)

SPECIAL ABILITIES

Arquand Immunities (Su) While on their native planet, Arquand gazelles don't age and are immune to disease, exhaustion, and fatigue.

Docile (Ex) Arquand gazelles are naturally unaggressive creatures.

An Arquand gazelle loses this weakness if trained for combat, a function of the rear a wild animal task of the Survival skill (*Starfinder Core Rulebook* 149).

Stampede (Ex) A stampede occurs if three or more Arquand gazelles trample while remaining adjacent to each other. While stampeding, the gazelles can trample foes of their size or smaller, and the trample ability's save DC increases by 2.

Tranquility Aura (Su) An Arquand gazelle exudes tranquility that has a sedative effect and causes mild hallucinations in creatures within 60 feet. Such hallucinations are pleasant if the gazelle is docile and on Arquand, but less pleasant if the gazelle isn't on Arquand, wasn't born on Arquand, or lacks the docile weakness. The effects are unpleasant if the gazelle is aggressive or scared; a creature in the aura must succeed at a DC 13 Will saving throw to attack, cast any spell on an unwilling target, or take any action that involves breaking or disabling an object or device. Creatures that succeed at the save are immune to the same Arquand gazelle's aura for 24 hours. Arquand gazelles are immune to this aura. This is a mind-affecting, emotion effect.

Life on the sentient planet of Arquand (*Core Rulebook* 463) is idyllic for its native inhabitants. Lithe, six-legged gazelles spring merrily over hills, peer at anything that sparks their curiosity, and playfully charge at each other. Arquand gazelles, like most native Arquand species, are friendly and trusting, especially to juvenile creatures of any species. They interact peacefully with one another and other indigenous animals.

The nimble creatures are black, brown, or white, depending on which part of their home planet they come from. Their home planet itself spurs them to wander, using weather and terrain to guide them and growing plentiful and nutritious vegetation and fruit wherever they roam. The gazelles graze contentedly on the abundant food, never knowing struggle, and grow up to 12 feet tall and just as long. They can weigh up to 1,600 pounds.

These gazelles have an unlimited lifespan on Arquand's surface. They grow neither old nor ill, but they can be killed. Arquand gazelles reproduce very slowly. The creatures have no family units, instead living in large herds. If taken to a different planet, an Arquand gazelle lives up to 30 years.



ARQUAND
GAZELLE

Would-be settlers on Arquand might see these elegant ungulates as a source of meat. Poachers have an easy time capturing the gazelles, which remain friendly even when caged. But killing them is much more difficult than it appears, as the beasts have a tranquilizing affect on beings near them. Successfully slaying a gazelle can mean more trouble, since Arquand doesn't take kindly to those who harm its creatures or irritate it in other ways (see the sidebar).

Many governments, including the Pact Council, have made the removal of gazelles from Arquand illegal. Nevertheless, the animals fetch a high price on the black market. Collectors of exotic pets prize Arquand gazelles; therefore, poachers brave the planet's wrath to capture the beasts alive. Creative landowners purchase entire herds for security, since the animals' tranquility aura prevents attacks and break-ins. Some people use the aura for self-medication, while others keep the affable and child-loving gazelles as companion animals. Those under the pleasant effects of the gazelle's aura can't help but return the creature's friendliness, so affection grows.

Gazelles accustomed to Arquand have difficulty adjusting to life on other planets. They have little natural survival instinct or skill, since foraging on Arquand is easy and safe. Severe weather spooks them because they never experience it on their home world. However, it is possible to breed Arquand gazelles on other worlds. Domesticated gazelles are still docile and still have a tranquility aura, but the aura is less pleasant, so most collectors prefer Arquand-born gazelles. Those who use the animals solely for security are less particular, and breeders can do brisk business with such clients. Breeding Arquand gazelles is commonly legal, but law officers keep an eye out for native-born animals in breeding stock.

ARQUAND GAZELLE GEAR

Even in death, Arquand gazelles are quite valuable. Hide and horns used in clothing, jewelry, and other objects can retain calming properties, but a bustling trade in fake Arquand gazelle hide makes it difficult for buyers to know if they've got the real thing. Genuine hide has a minor tranquilizing effect, but the expectation of such an effect can create a psychosomatic response, making the feeling an unreliable verifier. Amplified with magic, the real effect can be as strong or stronger than a living gazelle's aura.

ARQUAND HORNS

LEVEL 8

MAGIC ITEM (WORN) PRICE 8,400 BULK 1

A coronet made of an Arquand gazelle's four distinctive horns, this headwear counts as a worn magic item unless you install it in armor, taking up one upgrade slot. While you wear *Arquand horns*, you receive a +2 enhancement bonus to saving

ARQUAND'S INFLUENCE

Against invaders, Arquand can drive its docile gazelles to uncharacteristic aggression or to stampede, sometimes removing the docile weakness. Stampingeding gazelles wreak havoc on anything in their path, trampling creatures and simple structures alike. The gazelles can run without tiring while on Arquand. Therefore, the sentient planet can direct them back to the same location repeatedly, until nothing remains standing or alive.

On Arquand, hunters who manage to kill gazelles have visions of fearsome, vengeful gazelles that can spontaneously manifest in physical form. The planet can generate any number of such gazelles within 120 feet of a sentient creature that has killed a docile Arquand gazelle on the planet. Such a gazelle is a magical beast that lacks the docile weakness. These monstrous gazelles are hostile to all creatures that have slain or helped slay a docile Arquand gazelle, and they seek out and attack such creatures until either the gazelle or its targets are slain. A gazelle created in this way dies after 24 hours, and the planet then reabsorbs it.



throws against fear effects. In addition, as a standard action, you can command the *Arquand horns* to protect you with an aura that lasts for 1 minute. While the aura lasts, creatures within 60 feet of you must succeed at a Will saving throw (DC = 14 + your Charisma modifier) to attack you, cast a spell that includes you as an unwilling target, or take any action to directly harm or disable your equipment. This is a mind-affecting, emotion effect, and a creature that succeeds at the save is immune to the aura for 24 hours. Arquand gazelles are immune to the aura. A set of *Arquand horns* can create this effect once per day, and after you have used one set of *Arquand horns* to create this effect, you can't do so again with any other set for 24 hours.

ARQUAND MANACLES

LEVEL 5

MAGIC ITEM PRICE 2,800 BULK 1

Interwoven hide from numerous Arquand gazelles lines *Arquand manacles*. Law officers and bounty hunters use these manacles on prisoners who might become aggressive. The interwoven strips help ensure the bound creature never becomes immune to the effect. While wearing *Arquand manacles*, you must succeed at a DC 13 Will save to attack, cast a spell, or attempt to disable, escape, or harm the cuffs. Arquand gazelles are immune to these manacles. Their magic is a mind-affecting, emotion effect.

AZATA, TRITIDAIR



TRITIDAIR
AZATA
CR 8
XP 4800

TRITIDAIR**CR 8****XP 4,800**

CG Small outsider (azata, chaotic, extraplanar, good)

Init +4; **Senses** darkvision 60 ft., low-light vision;**Perception** +21**DEFENSE****HP 105****EAC** 20; **KAC** 19**Fort** +7; **Ref** +9; **Will** +11**Immunities** electricity, fire, petrification, radiation;**Resistances** cold 10**OFFENSE****Speed** 30 ft., fly 60 ft. (Su, perfect)**Melee** *holy tritidair sintered starknife* +16 (4d4+4 E & P; critical blind [DC 18, 1d3 rounds])**Ranged** *light ray* +16 (1d10+8 E & F; critical blind [DC 18, 1d3 rounds])**Offensive Abilities** starlight gaze (60 ft., DC 18)**Spell-Like Abilities** (CL 8th)1/day—*irradiate* (DC 20),3/day—*charm person* (DC 18),*lesser restoration*, *mystic**cure* (2nd level)At will—*dancing lights*, *life bubble***STATISTICS****Str** -1; **Dex** +4; **Con** +0; **Int** +1; **Wis** +2;**Cha** +6**Skills** *Acrobatics* +21 (+29 to fly),*Mysticism* +16, *Physical Science* +16**Languages** Celestial, Common;*truespeech***Other Abilities** *brighten*, *starlight form***Gear** *holy tritidair sintered starknife***ECOLOGY****Environment** any (Elysium)**Organization** solitary, pair, or flight (3–8)**SPECIAL ABILITIES**

Brighten (Su) As a move action, a tritidair can shed bright light in a 20-foot radius, normal light for an additional 20 feet, and dim light for another 20 feet. The tritidair can shut this light off as a move action, and the light goes out if the azata falls unconscious or dies.

Light Ray (Su) A tritidair's light ray has a range increment of 90 feet. This attack's damage is good-aligned, so it ignores the energy resistance of evil dragons, evil outsiders, and evil undead.

Starlight Form (Su) By focusing and using every action to move for 1 minute, a tritidair can

shift its form to starlight—a massless state of pure energy in which the azata can only move and can't be harmed. While in this form, a tritidair moves at standard navigation and astrogation rates, like a starship, and it uses *Mysticism* in place of *Piloting* to astrogate. A tritidair in this form can pass through material objects, provided it begins and ends its turn outside such an object. In addition, a tritidair can enter a star or gas giant and exit another star or gas giant with no restriction on the distance between those bodies. This travel is instantaneous if the tritidair employs it to move within the same system. Otherwise, this travel takes an

amount of time equal to Drift travel for the same distance as if the tritidair had a

Drift engine rating of 5. A tritidair in starlight form can assume its normal form as a move action, and it resumes its normal form if it somehow falls unconscious or dies.

Starlight Gaze (Su) A

tritidair's eyes sparkle with hypnotic starlight. Tritidairs wear special goggles to subdue this gaze, but a tritidair can remove these goggles as a swift action. A creature that fails its save against the gaze is fascinated for 1 round. If a creature succeeds at two saving throws against this effect, the same tritidair's gaze can't affect that creature for 24 hours. Azatas are immune to this gaze. This is a mind-affecting effect.



Flitting among the stars and zipping between worlds, tritidairs resemble violet-skinned children with antennae and dark-purple butterfly wings dotted with pinpoints of glowing light. These outsiders are constantly cheerful, frequently playing pranks and making jokes, but their good humor belies a great deal of power. Tritidairs have a deep connection to the nuclear fusion that powers stars, giving them their star-related abilities. Their eyes twinkle with starlight that can fascinate some viewers, so they keep their eyes covered with stylish goggles to prevent accidental exposure. Travelers in starships occasionally spot the unmistakable purple streak of light as a tritidair flies past.



Tritidairs are devoted servants of Desna and frequently travel to Cynosure, the pole star and home of Desna's palace. Desnan priests say that the goddess planted a seed in a new star, which shot forth light that became the first tritidair. Although this origin story might be apocryphal, what is certain is that the birth of every new star creates a tritidair. They don't remain near their stars of origin for long, but each tritidair has a unique pattern of glowing dots on their butterfly wings corresponding to the locations of the stars where and when they were born.

These outsiders serve as messengers and pages for the Song of the Spheres, running errands for her throughout the galaxy. Although their starlight form enables interplanar travel, this method of travel has its limits. Tritidairs explain that not every star can provide passage—some are broken—but the concept is difficult to describe to others. Still, tritidairs can move quickly over vast distances to convey messages or provide aid to followers and allies of Desna who find themselves in trouble.

Tritidairs are fiercely loyal. The kindhearted and impulsive creatures don't seek out combat, nor does Desna commonly send them on missions involving violence. If pushed into combat, particularly if required to protect innocents, they are very willing to use spells and weapons to deal deadly damage. All tritidairs carry easily identifiable starknives patterned with constellations matching those on their wings. These magical starknives charge with energy each time the tritidair travels between stars. Many Desnans carry copies of these knives. Some who have interacted with a tritidair engrave such starknives with constellation patterns matching the wings of that tritidair as a way to honor and remember the azata, much like carving a dear friend's name on a personal treasure.

These azatas lack sexual characteristics, but some tritidairs choose a gender, and many favor the feminine, mimicking their goddess. They enjoy art, music, and theater, and it's not uncommon for a major performance to have a tritidair or two in attendance. When tritidairs meet in larger groups, they often enjoy playing games and sports. However, tritidairs don't have permanent residences or family units, and they don't stay in one place for long.

Tritidairs sometimes linger on Cynosure or in Elysium, but most prefer to remain on the Material Plane. They genuinely enjoy the company of mortals, and when not on assignments from Desna, tritidairs travel, alone or in small groups, to random planets or starships, where the azatas look for new friends and adventures. Because of this tritidair spirit of exploration, many species on various worlds have myths and stories of flying star children.

Although tritidairs spread the worship of Desna, their primary motivations are to meet new creatures and have fun experiences. They aren't the most reliable when called

upon by anyone but Desna, but nevertheless, some creatures and organizations successfully form alliances with tritidairs. Solarians and tritidairs can feel a connection to one another, given their mutual association with the stars.

Tritidairs don't age, and some have outlived the birth and death of stars. A tritidair can survive the destruction of its star of origin, and similarly the demise of a tritidair has no discernible effect on the star. Tritidairs also don't require sleep, but they engage in long meditations to dream. Not only do they find the experience amusing, but Desna can also speak with them through their dreams, sending the tritidairs their missions.

Other creatures sleeping or engaging in similar deep rest near a meditating tritidair can find their dreams invaded by vivid visions from the azatas. Many who have such experiences report that their dreams never go back to normal, remaining rich and dramatic, but seldom troubling. Worshipers of Desna sometimes seek out tritidairs, hoping to earn this experience.

Such seekers also hope to have visions of Desna, such as those who have been blessed with tritidair-influenced dreams have claimed to receive.

These assertions can be true—Desna can use the neural pathways a tritidair's influence opens to communicate with other beings likely to aid the goddess's aims. Good-hearted dreamers find themselves becoming more spontaneous and venturesome, looking for opportunities to explore and help others. With this increase in boldness comes an increase in apparent luck, although what seems to be luck is just as likely to be an increased awareness of good opportunities and the willingness to seize them.

TRITIDAIR FUSION

The following fusion grants a weapon some of the stellar power of the tritidair.

TRITIDAIR WEAPON FUSION

LEVEL 8

An installed *tritidair* fusion causes a weapon to show a star field with one bright constellation, similar to the patterns on tritidair wings. You can activate or deactivate the *tritidair* fusion as a swift action. While the fusion is active, half the weapon's damage becomes electricity damage, and the weapon gains the bright property. You can add this fusion to a weapon that already deals electricity damage, but then the fusion has no effect on the weapon's damage other than to make it magical. If the weapon already deals two types of damage, you choose which one of them to replace with electricity damage each time you activate the *tritidair* fusion. When you score a critical hit with a weapon that has an active *tritidair* fusion, the target must succeed at a Fortitude saving throw or be blinded for 1d3 rounds. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or this blinded effect. This fusion never causes a weapon that normally targets KAC to target EAC.



BEAR, UPLIFTED



**UPLIFTED
BEAR AVENGER**
CR 4
XP 1,200

**UPLIFTED
BEAR
CONSTELLATE**
CR 7
XP 3,200

UPLIFTED BEAR AVENGER**CR 4****XP 1,200**

Uplifted bear soldier
CN Large magical beast

Init +7; **Senses** low-light vision; **Perception** +10

DEFENSE**HP 56****EAC** 16; **KAC** 18**Fort** +8; **Ref** +8; **Will** +3**OFFENSE****Speed** 50 ft., climb 20 ft. (45 ft., climb 15 ft. in armor)**Melee** claw +13 (1d6+9 S) or

tactical swoop hammer +13 (1d10+9 B; critical knockdown)

Ranged frostbite-class zero rifle +10 (1d8+4 C; critical staggered [DC 13]) or

frag grenade II +10 (explode [15 ft., 2d6 P, DC 13])

Space 10 ft.; **Reach** 5 ft. (10 ft. with tactical swoop hammer)**Offensive Abilities** ferocious charge, fighting styles (blitz)**STATISTICS****Str** +5; **Dex** +3; **Con** +1; **Int** +1; **Wis** +0; **Cha** +0**Skills** Athletics +15 (+23 to climb), Intimidate +10, Survival +10**Languages** Common; limited telepathy 30 ft.

Gear officer ceremonial plate, frostbite-class zero rifle with 2 high-capacity batteries (40 charges each), tactical swoop hammer, frag grenades II (2)

ECOLOGY**Environment** any**Organization** solitary**UPLIFTED BEAR CONSTELLATE****CR 7****XP 3,200**

Uplifted bear solarian

N Large magical beast

Init +4; **Senses** low-light vision; **Perception** +14**DEFENSE****HP 108 RP 4****EAC** 20; **KAC** 22**Fort** +11; **Ref** +11; **Will** +6**Resistances** cold or fire 5**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** claw +18 (2d6+12 S) or

static shock truncheon +18 (1d12+12 E; critical arc 1d4)

Ranged red star plasma pistol +15 (1d8+7 E & F; critical burn 1d8)**Space** 10 ft.; **Reach** 5 ft.

Offensive Abilities ferocious charge, flashing strikes, stellar revelations (black hole [25-ft. radius, pull 15 ft., DC 15], dark matter [DR 2/-], reflection)

STATISTICS**Str** +5; **Dex** +4; **Con** +1; **Int** +1; **Wis** +0;**Cha** +2**Skills** Athletics +19 (+27 to climb), Intimidate +14,

Mysticism +14

Languages Common; limited telepathy 30 ft.**Other Abilities** solar

manifestation (solar armor), stellar alignment (graviton)

Gear estex suit III, red star plasma pistol with 2 high-capacity batteries (40 charges each), static shock truncheon with 2 batteries (20 charges each)

ECOLOGY**Environment** any**Organization** solitary

Uplifted animals are nonsapient creatures modified to increase their cognitive ability to full self-awareness, and sometimes also to make their physical forms better able to manipulate tools. Uplifted bears are among the most common



uplifted animals, although who uplifted them and how are details lost to the Gap.

Uplifted bears have modified bodies that give them nimble hands with opposable thumbs. They retain a normal bear's bulk and power, with claws that can rip through modern armor. Alongside their brute strength, uplifted bears have a keen intellect and the ability to communicate via telepathy, which most choose to do rather than vocalize gruffly from what is still a bear's muzzle. An uplifted bear can be 5 feet tall at the shoulder when on all fours but tower up to 10 feet when moving bipedally. An adult bear weighs 1,200 pounds. These modifications and traits are genetic and can be passed down by mating pairs of uplifted bears.

Many uplifted bears find success in scientific endeavors, but they are most comfortable when they can be outside regularly in a natural, vegetated environment. Though this characteristic is not universal, it has led to uplifted bears gaining a reputation as poor crew members in orbital stations and long-haul expeditions. Others also assume the bears are best suited for exploring habitable worlds and cataloging flora and fauna.

Uplifted bears are sometimes rumored to have violent temperaments, but their personalities are as varied as those of any sapient species. Some uplifted bears take great pleasure in playing to this stereotype when they meet other people, drawing out the biased assumptions of the ill-informed, and then mocking them. Conversely, giving truth to the generality, a number of organized crime kingpins are uplifted bears who find they can threaten with their bulk when they can't convince with their wits.

Small communities of uplifted bears can be found in the Pact Worlds, especially on higher-gravity planetoids in the Diaspora. Members of such settlements attempt to uncover their traditions by studying any pre-Gap relics they can find and to establish new traditions by building stable societies. Many young uplifted bears become frustrated with this focus on the past, however, and some leave their homes to escape it.

Uplifted bears feel a kinship for animals and animal-like humanoids, often preferring their company. They relate well to shirrrens, though uplifted bears are more reserved than the enthusiastic insectile species. Much as many shirrrens fear the Swarm and its potential to reassimilate them, some uplifted bears fear that whoever created them might return and put a dark spin on the gift of sapience the bears were given.

An uplifted bear exploration team exploring the Vast recently discovered a planet in the Ferra system full of skyscraper-sized trees and unpopulated by sentient creatures. Since this report, a small but vocal contingent of uplifted bears has begun calling for their kind to claim the planet as their home world.

RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Int, -2 Wis

Hit Points: 6

Size and Type: Uplifted bears are Large magical beasts with a space of 10 feet and a reach of 5 feet.

Climber: Uplifted bears have a climb speed of 20 feet.

Ferocious Charge: See page 150.

Limited Augmentation: The only augmentations that can be installed in an uplifted bear's brain are datajacks and the mechanic's custom rig.

Limited Telepathy: Uplifted bears have limited telepathy with a range of 30 feet.

Low-light Vision: Uplifted bears have low-light vision.

Natural Survivor: Uplifted bears have a +2 racial bonus to Life Science and Survival checks.

Natural Weapons: Uplifted bears have natural weapons that function like those of vesk (*Starfinder Core Rulebook* 52), except the bears' natural weapons deal slashing damage.

Swift: Uplifted bears have a land speed of 40 feet.



BEAR, UPLIFTED

BODYSNATCHER SLIME



**BODYSNATCHER
SLIME**
CR 3
XP 800

**BODYSNATCHER
AUTOCRAT**
CR 10
XP 9,600

BODYSNATCHER SLIME

CR 3

XP 800

N Small ooze

Init +3; Senses blindsight (vibration) 60 ft.; Perception +8

DEFENSE

HP 33

EAC 14; KAC 14

Fort +4; Ref +2; Will +4

Defensive Abilities share body; Immunities ooze immunities

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +9 (1d4+5 B plus grab)

Offensive Abilities bodysnatch

STATISTICS

Str +2; Dex +3; Con +2; Int -3; Wis +0; Cha -1

Skills Athletics +8 (+16 to climb), Disguise +8, Stealth +13;
see neural integration

Languages see neural integration

ECOLOGY

Environment any land

Organization solitary or heist (2-5)

SPECIAL ABILITIES

Bodysnatch (Ex) If a bodysnatcher slime starts its turn grappling a Small, Medium, or Large living creature, the slime can distribute itself throughout that creature's body as a swift action (Fortitude DC 14 negates). While infesting a creature in this way, a bodysnatcher slime has total cover and can take no actions. However, it controls the infested creature's (host's) actions, including using equipment and weapons (using the slime's attack bonus), using the slime's or its host's saving throw bonuses (whichever is higher), using the host's extraordinary abilities, and using the slime's or its host's natural attacks.

After 24 hours inside a body, a bodysnatcher slime must succeed at a DC 14 Fortitude save or be forced out of the body and be unable to infest that same creature for 24 hours. If it succeeds at the save, it can continue infesting that creature for another 24 hours. A creature adjacent to a pinned or helpless host can attempt a DC 15 Medicine check as a full action to force the slime to vacate the host and move into an adjacent square.

Bodysnatch is a compulsion effect that works on a living creature or the intact corpse of a living creature.

The corpse can save as if it were its living version.

Neural Integration (Su) While in a host, a bodysnatcher slime integrates with the creature's neural physiology. The slime can speak and understand one language the host knows, use the host's weapon proficiencies, and use three of the host's trained skills with a +8 total bonus.

Share Body (Ex) Any damage dealt to a bodysnatcher slime's host is split between the host and the slime. If a bodysnatcher slime takes 16 or more damage while in a host, the slime leaves the host, moving into an adjacent square, and cannot infest that host again for 24 hours.

BODYSNATCHER AUTOCRAT

CR 10

XP 9,600

N Medium ooze

Init +5; Senses blindsight (vibration) 60 ft.; Perception +19

DEFENSE

HP 140

EAC 23; KAC 23

Fort +11; Ref +8; Will +11

Defensive Abilities share body; Immunities ooze immunities

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +20 (2d8+14 B plus grab)

Offensive Abilities bodysnatch

STATISTICS

Str +4; Dex +5; Con +5; Int -1; Wis +2; Cha -1

Skills Athletics +19 (+27 to climb), Bluff +24, Disguise +19,

Stealth +24; see neural integration

Languages See neural integration.

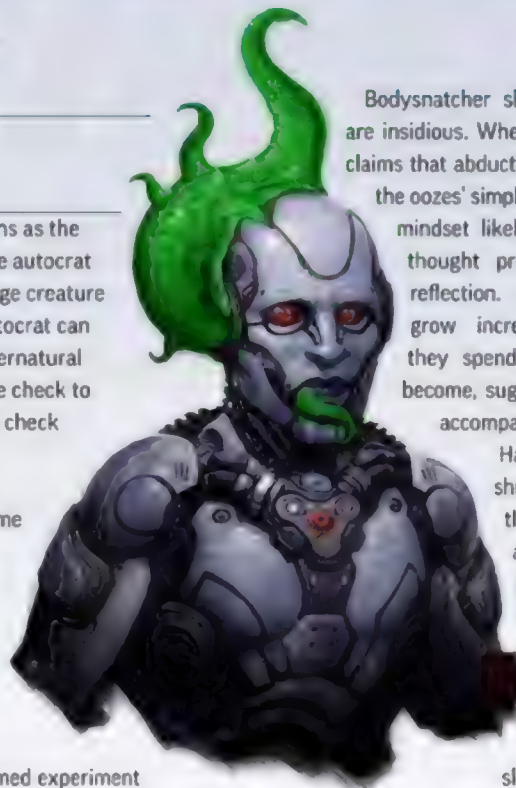


ECOLOGY**Environment** any land**Organization** solitary**SPECIAL ABILITIES**

Bodysnatch (Ex) This ability functions as the bodysnatcher slime ability, but the autocrat can infest a Medium, Large, or Huge creature (Fortitude DC 19 negates). The autocrat can also use any of the creature's supernatural abilities. It takes a DC 25 Medicine check to expel an autocrat, and each failed check deals the host 2d6 damage.

Neural Integration (Su) This ability functions as the bodysnatcher slime ability, but the skill bonus is +19.

Share Body (Ex) This ability functions as the bodysnatcher slime ability, but the autocrat leaves the host only after taking 70 or more damage.



Purportedly born from some ill-informed experiment performed during the Gap, bodysnatcher slimes are parasitic organisms that commandeer hosts to experience life through their senses. Unlike most oozes, these slimes contain a complex yet amorphous neural network that enables learning, memory, and reasoning. These neurons can also integrate with a host's nervous system, enabling nearly instantaneous communication between the two beings. Studies suggest the slimes replicate and absorb copies of their hosts' neurons, so hypothetically, a prolific slime could grow smarter over time.

In most cases, though, a bodysnatcher slime never grows to occupy more than several cubic feet. Replicating neurons grants the slime greater control over its form, allowing it to grow and still coordinate its movements and metabolism. However, bigger oozes find it more difficult to fit inside hosts without causing the body to bulge such that it betrays the parasite's presence. Furthermore, the slime's modified neural network can develop multiple personalities that compete for resources and control. Ultimately, such a creature splits and forms two new slimes, each of which begins rebuilding the vast stores of knowledge and neurons that it lost in the process. Rarely, an ooze retains control over its growing mental prowess and so avoids splitting. These rare bodysnatcher autocrats selectively infest hosts they perceive as powerful.

As with humanoid brains, a slime's neural network requires the slime to consume a large number of calories to sustain it. While infesting a host, the slime draws its necessary nutrients from the host's body and digestive system; this process adds a faintly citrus scent to the host's sweat and excrement. However, without a host, a bodysnatcher slime can absorb nutrients from a wide variety of foods, favoring high-calorie options like sugars and flesh. When denied sustenance, the slime can enter hibernation, awaiting suitable prey for months at a time.

Bodysnatcher slimes aren't malicious, but they are insidious. When spoken to, they are baffled by claims that abducting others is reprehensible. Given the oozes' simple physiology and psychology, this mindset likely results from a lack of higher thought processes and capacity for self-reflection. However, bodysnatcher slimes grow increasingly ambitious the longer they spend in hosts and the larger they become, suggesting a moral compass doesn't accompany greater intelligence.

Having stowed away on countless ships, the slimes have spread across the Pact Worlds, the Veskarium, and beyond. Stewards officers have logged several reports of people having extended blackouts and behaving strangely on Absalom Station, and although several operations have cornered and eliminated bodysnatcher slimes, the reports continue to come in. With increasing frequency, authorities

contract independent trackers to eliminate these slimes; as such, the bodysnatchers have learned to recognize and avoid the Stewards. The oozes are common on Verces, where hosts have dispersed these parasites along the habitable Ring of Nations. Several cohorts of the Augmented have designated bodysnatcher slimes not as enemies but as intelligent biotech that they accept into their bodies.

BODYSNATCHER IMPLANTS

Bioengineers can dilute the chemicals that allow a bodysnatcher slime to control a host; uses include sedating medical patients and suppressing neurological activity. Incorporated into a special biotech gland, this same technology can protect users against mental attacks.

CEREBRAL COUNTERMEASURESSYSTEM
Brain**AUGMENTATION BIOTECH****LEVEL 6****PRICE 4,200**

A cerebral countermeasure is a tiny gland that constantly monitors your brainwaves, watching for unexpected spikes in activity that indicate mental assault. As a reaction before you attempt a saving throw against a mind-affecting effect, you can cause the gland to release proteins that deflect and confuse mental attacks by overloading the chemical receptors that would otherwise respond to the mental attack. This grants you a +2 circumstance bonus to your Will saving throws against mind-affecting effects until the end of your next turn. The disruption this defense causes makes it difficult to concentrate, giving you a -2 penalty to Intelligence, Wisdom, and Charisma-based skill checks until the end of your next turn.

BODYSNATCHER
SLIME

BOLIDA



BOLIDA MINER
CR 2
XP 600



BOLIDA OVERSEER
CR 8
XP 4,800

BOLIDA MINER**CR 2****XP 600**

Bolida soldier

CN Medium vermin

Init +5; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE**HP 25****EAC** 14; **KAC** 17**Fort** +4; **Ref** +2; **Will** +3**Defensive Abilities** defensive ball; **Resistances** fire 5**Weaknesses** light blindness**OFFENSE****Speed** 40 ft., burrow 30 ft. (35 ft., burrow 25 ft. in armor)**Melee** tactical pike +10 (1d8+6 P)

Ranged tactical crossbolter +7 (1d10+2 P) or
frag grenade I +7 (explode [15 ft., 1d6 P, DC 11])

Space 5 ft. **Reach** 5 ft. (10 ft. with tactical pike)**Offensive Abilities** fighting styles (blitz), rolling charge**STATISTICS****Str** +4; **Dex** +1; **Con** +2; **Int** +0; **Wis** +1; **Cha** +0**Skills** Athletics +7, Physical Science +7, Survival +12**Languages** Bolidan, Common

Gear hidden soldier armor, tactical crossbolter with 20
arrows, tactical pike, frag grenades I (2)

ECOLOGY**Environment** any underground

Organization solitary, pair, or convoy
(3–6 miners plus 1 overseer)

SPECIAL ABILITIES

Defensive Ball (Ex) As a
move action, a bolida

can roll its body into a nearly impenetrable defensive ball. While rolled up this way, a bolida can only uncurl itself as a move action, take the total defense action, or use its rolling charge ability. If the bolida takes the total defense action, its bonus to AC is increased to +5.

Rolling Charge (Ex) A bolida that is rolled up in a defensive ball can charge without taking the normal charge penalties to the attack roll or its AC, and it gains a +5 circumstance bonus to AC against attacks of opportunity during its movement. It can't make a melee attack at the end of its movement, but it can instead attempt either a bull rush or reposition combat maneuver against its target with a +4 circumstance bonus to the attack roll. A bolida can't use this ability again until it takes a 10-minute rest to recover Stamina Points.

BOLIDA OVERSEER**CR 8****XP 4,800**

Bolida mechanic

CN Medium vermin

Init +2; **Senses** blindsense (vibration) 60 ft.,
darkvision 60 ft., low-light vision; **Perception** +18

DEFENSE**HP 115****EAC** 21; **KAC** 22**Fort** +9; **Ref** +9; **Will** +9**Defensive Abilities** defensive ball; **Resistances** fire 5**Weaknesses** light blindness**OFFENSE****Speed** 30 ft., burrow 30 ft.**Melee** carbon staff +17 (1d8+10 B; critical knockdown)**Ranged** advanced semi-auto pistol +15 (2d6+8 P)

Offensive Abilities overload (DC 18), rolling charge,
target tracking

STATISTICS**Str** +2; **Dex** +2; **Con** +4; **Int** +6; **Wis** +1; **Cha** +0

Skills Athletics +16, Engineering +21, Computers +21,
Physical Science +16, Survival +21

Languages Bolidan, Common

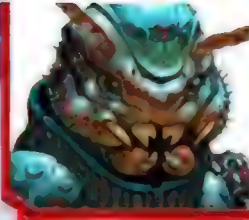
Other Abilities artificial intelligence (exocortex),
expert rig (armor upgrade), mechanic tricks
(quick repair), miracle worker (1/day), remote hack
(DC 18), wireless hack

Gear kasatha microcord III, advanced semi-auto
pistol with 24 small arm rounds, carbon staff

ECOLOGY**Environment** any underground

Organization solitary, pair, or convoy
(1 overseer plus 3–6 miners)

SPECIAL ABILITIES**Defensive Ball (Ex)** See above.**Rolling Charge (Ex)** See above.



Bolidas are arthropodan creatures that dwell not on the faces of the planets they inhabit, but far underground, in cave systems that are so deep below the surface that they are blasted by the unforgiving heat of the planets' molten cores. The centipede-like creatures are protected from these extreme environs by metallic, chitinous plates that cover the entirety of their backs, from head to tail tip. This innate armor also protects them from subterranean hazards such as rock falls and the friction of traveling through cramped cave tunnels. Bolidas support themselves on their many sets of legs, holding only the uppermost portion of their bodies upright to wield weapons or manipulate objects. They have evolved over millions of years to thrive in darkness, and they therefore tend to avoid traveling up to the surface world; if they choose to live on a planet's surface or a space station, they prefer to maintain nocturnal schedules, as sunlight blinds them if they're not wearing protective eyewear.

Only a few decades ago, a group of offworld explorers on the bolidas' home planet, Zafaiga, first encountered the modest miners while quarrying the unique stones that they assumed had no claimant. Though the bolidas were territorial, wary, and somewhat xenophobic, it was overall an amicable, if tense, meeting. Afterward, the bolidas reluctantly agreed to establish a mutually beneficial relationship with other species, contracting trade agreements and eventually even adopting Common into their lexicon. Though the broader galaxy has known of their existence for only a few decades, bolidas have been extant for millennia, unconcerned with and largely unaware of the outside world. They independently developed their own technology (though it is predominantly analog and therefore considered primitive by some races), which they use to dig for resources and excavate cavernous dwellings. Even those bolidas who travel the galaxy tend to be rather aloof, blowing off attempts at personal friendships by members of surface races, whom they dismiss as capricious "light dwellers." They choose instead to spend their time alone, with other bolidas, or with members of subterranean races with whom they can share their passion for excavation.

Digging is a euphoric activity for bolidas, and they spend a large portion of their lives creating new tunnels and caves to house their ever-expanding populations. New settlements can grow from a single small cave to hundreds of miles of mazelike tunnels and dozens of vast caverns in mere months. Because of this natural disposition, bolidas have proven themselves to be indispensable in the acquisition and trade of rare minerals. Their ability to thrive in the heat deep underground on molten-core planets means they are often hired as miners by individuals and organizations all across the galaxy to excavate subterranean dig sites that most other races are unable to withstand.

Bolidas exhibit no discernible sexual dimorphism or gender, and each bolida is capable of carrying

RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Con, -2 Dex

Hit Points: 6

Size and Type: Bolidas are Medium vermin.

Bolida Movement: Bolidas have a land speed of 30 feet and a burrow speed of 30 feet.

Bolida Senses: Bolidas have blindsense (vibration) with a range of 30 feet, darkvision with a range of 60 feet, and low-light vision.

Chitinous Plates: Bolidas are covered in metallic plates that grant them a +1 racial bonus to AC.

Defensive Ball: See page 20.

Fire Affinity: Bolidas have resistance to fire 5, which stacks with one other source of fire resistance.

Light Blindness: See page 151.

Rolling Charge: See page 20.

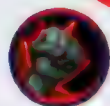
and fertilizing eggs—oftentimes they will take on both roles. They also sometimes mate in groups, covering the floors of their nursery caves with eggs that are incubated by the heat of the depths. The average bolida is 7 feet long and weighs 350 pounds.



BONE TROOPER



**BONE TROOPER
TECHNOMANCER**
CR 3
XP 800



**BONE TROOPER
CAPTAIN**
CR 8
XP 4,800

BONE TROOPER TECHNOMANCER CR 3

XP 800

Elebrian technomancer

LE Medium undead

Init +7; Senses darkvision 60 ft.; Perception +8

DEFENSE HP 34

EAC 13; KAC 14

Fort +2; Ref +2; Will +8

DR 5/-; Immunities cold, undead immunities

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +5 (1d6+4 S) or
claw +5 (1d4+4 S)**Ranged** tactical semi-auto pistol +7 (1d6+3 P)**Technomancer Spells Known** (CL 3rd; ranged +7)1st (3/day)—*magic missile*, *supercharge weapon*0 (at will)—*daze* (DC 15), *energy ray***STATISTICS**

Str +1; Dex +3; Con -; Int +4; Wis +0; Cha +1

Skills Computers +13, Mysticism +8, Piloting +13**Languages** Common, Eoxian**Other Abilities** magic hacks (countertech), spell cache (rank
insignia), unliving**Gear** skitterhide I (see page 23), tactical dueling sword,
tactical semi-auto pistol with 36 small arm rounds**ECOLOGY****Environment** any**Organization** solitary, pair, or platoon (3-12)**BONE TROOPER CAPTAIN CR 8**

XP 4,800

Elebrian soldier

LE Medium undead

Init +10; Senses darkvision 60 ft.; Perception +16

DEFENSE HP 125 RP 4

EAC 20; KAC 23

Fort +10; Ref +10; Will +9

DR 5/-; Immunities cold, undead immunities

OFFENSE

Speed 30 ft.

Melee shock officer dueling sword +16 (3d4+12 E & S) or
claw +16 (3d4+12 S)**Ranged** red star plasma pistol +19 (1d8+8 E & F; critical
burn 1d8)**Offensive Abilities** fighting styles (arcane assailant), gear
boosts (plasma immolation [1d8]), style techniques (rune
of the eldritch knight, secret of the magi)**STATISTICS**

Str +4, Dex +6, Con -, Int +2, Wis +2, Cha +2

Skills Diplomacy +16, Engineering +16, Intimidate +16,
Piloting +21**Languages** Common, Eoxian**Other Abilities** unliving**Gear** skitterhide II (see page 23; with black force field),
officer dueling sword (see page 23), red star plasma pistol
with 3 batteries (20 charges each)**ECOLOGY****Environment** any**Organization** solitary or crew (1 plus 5-10 bone trooper
technomancers)

Using magic rituals, technomantic experiments, or both, powerful spellcasters can animate the bones of the dead. Although many of these undead are mindless and easily controlled, others retain their intellects, memories, and personalities, and thus they are able to continue a semblance of their former lives. Called skeletal champions in previous ages, these undead are now more commonly known as bone troopers because of their frequent association with the Corpse Fleet, a renegade starship navy of undead.

A member of almost any sapient species that has a skeleton can become a bone trooper. Bone troopers keep all of the abilities, class features, and skills they had when they were living, and they can benefit from class grafts. When the dead planet Eox suffered the cataclysm that nearly destroyed the world, its inhabitants looked to necromancy for their salvation. The most powerful elebrians became bone sages, but a significant proportion of Eox's populace that managed to survive did so as bone troopers. As a result, most bone troopers in the Pact Worlds are elebrians from Eox, recognizable by the elongated elebrian cranium.

The Corpse Fleet employs countless elebrian bone troopers, which far outnumber other undead in the exiled navy's ranks. Most of these troopers are soldiers, although many specialize as operatives, technomancers, or mindbreaker mystics.

A bone trooper looks like a fleshless skeleton with a cold, cunning light burning in its eye sockets. Bone troopers wear normal clothing or armor and wield contemporary weapons.

CORPSE FLEET EQUIPMENT

The Corpse Fleet uses a broad array of armor and weapons in its shadow war against the Pact Worlds. These items are difficult to find in the Pact Worlds, but they are readily available on the black market and in major cities on Eox.

Dueling Sword

Members of the Corpse Fleet earn their dueling swords through tallied kill counts, while officers receive their blades as part of the transition to the rank of commander. Corpse Fleet admirals' blades are some of the keenest weapons in the known galaxy. Although the weapons are mainly used by the Corpse Fleet, the undead navy leaks some versions into the markets on Eox.



BONE TROOPER

CORPSE FLEET ARMOR

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
LIGHT ARMOR									
Skitterhide I	3	1,200	+2	+3	+5	—	—	0	L
Skitterhide II	9	12,500	+10	+11	+7	—	—	2	L
Skitterhide III	16	144,000	+19	+19	+8	—	—	4	L
HEAVY ARMOR									
Fossilwrap I	5	3,100	+9	+9	+2	-2	-5 ft.	1	2
Fossilwrap II	13	55,000	+19	+19	+4	-2	-5 ft.	5	2
Fossilwrap III	19	645,000	+25	+25	+6	-2	-5 ft.	6	2

CORPSE FLEET DUELING SWORDS
(ONE-HANDED BASIC MELEE WEAPONS)

UNCATEGORIZED	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Dueling sword, converted	4	2,100	1d8 S	—	L	Analog
Dueling sword, officer	10	18,795	3d4 S	—	L	Analog
Dueling sword, admiral	17	255,150	8d6 S	—	L	Analog

Fossilwrap

Intended to be worn by those engaged in first-wave boarding actions, fossilwrap armor is a hardened cage of alchemically treated bones, composite, and metal. This armor offers serious protection meant to shrug off incoming blows while still allowing the wearer sufficient mobility in the thick of combat.

Skitterhide

Made from the harvested remains of destroyed undead, skitterhide resembles a macabre skinsuit. Ossified studs and embellishments reinforce the alchemically treated skin, which is otherwise designed to support Corpse Fleet agents favoring speed and stealth.

BONE TROOPER TEMPLATE GRAFT
(CR 2+)

The animated skeleton of a dead creature, a bone trooper retains the Intelligence score, skills, and

abilities the dead creature had when alive, making the bone trooper a far more formidable combatant than typical mindless undead are.

Required Creature Type: Undead.

Suggested Array: Combatant or spellcaster.

Traits: DR 5/—; immunity to cold; Improved Initiative.

Suggested Ability Score Modifiers: Combatant—Dexterity, Strength; spellcaster—Dexterity, Intelligence.



CALECOR



CALECOR
CR 17
XP 102,400

CALECOR

CR 17

XP 102,400

CN Large fey

Init +5; Senses darkvision, low-light vision; Perception +29

DEFENSE

HP 300 RP 6

EAC 30; KAC 31

Fort +17; Ref +17; Will +20

Defensive Abilities void adaptation; **Immunities** mind-affecting effects, paralysis, poison, polymorph, radiation, sleep, stunning

OFFENSE

Speed 60 ft., fly 120 ft. (Su, perfect)

Melee slam +25 (8d6+21 B plus ruined mind)

Space 10 ft.; Reach 10 ft.

Offensive Abilities ruined mind, sympathetic ruin**Spell-Like Abilities** (CL 17th; ranged +27)

1/week—interplanetary teleport, plane shift, terraform (for 6 RP)

1/day—control gravity (DC 26), disintegrate (DC 26)

3/day—crush skull (DC 25), feeblemind (DC 25),

holographic terrain (DC 25), mystic cure (5th level)

At will—corrosive haze (DC 24), remove radiation

STATISTICS

Str +4; Dex +5; Con +4; Int +2; Wis +8; Cha +11

Skills Acrobatics +29 (+37 to fly), Life Science +34, Survival +34

Languages truespeech**Other Abilities** planetary bond

ECOLOGY

Environment any**Organization** solitary

SPECIAL ABILITIES

Planetary Bond (Su) A calecor is bonded to a planet devastated by cataclysm. The creature is dimly aware of everything happening on that world.

However, this deluge of information is difficult for it to process. The calecor has a 33% chance to become aware of anything occurring on the planet that might affect the fey, its goals, or the world itself. Once aware of an event, the calecor can take a full action to observe that occurrence as if using *clairaudience/clairvoyance*, but without any restrictions on range and duration. This ability functions even when the calecor is not on the bonded planet, and the entire planet is considered to be familiar to the calecor.

Ruined Mind (Su) A calecor's traumatized and divided mind makes the fey dangerous to interact with on a mental level. Any creature that touches a calecor (or is touched by one),

uses mind-affecting or mind-reading magic on the fey, or attempts to communicate with it telepathically must attempt a DC 24 Will save. On a failure, the creature takes 4d10 damage and becomes confused for 1 round. The calecor can suppress this ability at will. This is a mind-affecting effect.

Sympathetic Ruin (Su) As a standard action, the calecor can project the mental torment of its ruined mind into the mind of a creature within 250 feet. If the target fails the save against ruined mind, it suffers the effects of that ability.



When a world suffers a global calamity—a tremendous loss of resident life-forms due to asteroid impact, rapid climate change, war, or other apocalyptic scenario—the ramifications can ripple far beyond that planet. In some cases, as the torrent of souls leaves the planet, bound for Pharsma's Boneyard, some of the life energy from dying fey creatures and nonsentient organisms ripples back to the First World, tearing a hole in the fabric of the Material Plane. The essence of the First World surrounds and contains this blast of anguished energy, waves of planar force wrapping around it like an oyster making a pearl, until the two elements combine and solidify into a new entity, a calecor.

A calecor is the fey embodiment of the planetary disaster that birthed it—nature's violent reaction to the cycle of birth, growth, evolution, and death being catastrophically and irreparably interrupted. Biologists and mystics are unsure why some disasters result in the creation of a calecor while others do not. After all, most planets suffer events that were disastrous for some and beneficial for others, and evolution itself kills off existing species through natural processes, such as when newly evolved trees absorb enough carbon dioxide from an atmosphere to cause global cooling. To date, the best theory is that the dying fey associated with a world's biome have an innate sense of a planet's natural order, a sort of racial memory for the planet as a whole. Therefore, only extinctions that this aggregate fey consciousness deems the work of outside actors trigger enough resentment to coalesce into a calecor.

Calecors not only take forms suiting their planet's primary environments, but also have sphinx-like shapes, with the body of a hunting cat and great wings of overlapping leaves. A calecor's body is formed not of flesh, but rather vines that wrap and twist around pieces of broken stone, such as rubble from a native civilization destroyed by the calamity. Instead of a head, the vines of the creature's neck writhe up and cradle a holographic globe split down the middle into two pieces: a perfect, real-time representation of the calecor's bonded world. A calecor is 10 feet tall and can weigh more than 6 tons.

Always encountered singly, calecors have little culture and might not even be aware of the existence of other calecors. As soon as a calecor emerges into consciousness, its first action is to leave the First World and travel back through the planar breach to the world whose death spawned it. Once there, it does everything in its power to undo the damage and reset the ecosystem to a stable state, magically tearing down the structures of those it deems responsible for the tragedy and terraforming regions too blasted to support life. So deep is the calecor's bond to its planet that it instinctively knows

everything happening on or within it, and it is able to see and hear events on the other side of the world just by thinking about it.

Instinctively able to speak any language, a calecor's mind is nevertheless as broken as the globe that forms its head, its mind split between painful visions of the past and the overwhelming desire to heal and nurture. Those who attempt to make psychic contact with the creatures report a devastating, disorienting whirlwind of different thoughts—the death cries of a billion organisms—and such contact can seriously harm those who lack superior mental fortitude.

Although not inherently bellicose, and in fact gentle toward organisms it deems in need of recovery or repopulation, a calecor has no patience for those who would despoil its world or oppose its mission.

In such situations, interlopers might be warned off with painful visions of the terrifying apocalypse that led to the calecor's birth. If that tactic doesn't work, a calecor shifts gravity to keep foes off-kilter while it picks them off, breaking minds and disintegrating bodies until the threat is neutralized. Those who can convince the calecor that their goals align, however, might find themselves with the most powerful ally on the planet.

CALECOR SKULL-GLOBE

When a calecor dies, whether as a result of violence or its world being either repaired to the calecor's satisfaction or devastated beyond hope, the illusory halves of the planet that serve as the creature's head fuse and become a mysterious crystalline globe. A *calecor skull-globe* retains part of the calecor's magical bond to its planet, making this magic accessible to anyone who touches the globe. The globe shatters if the planet to which it is bonded is destroyed.

CALECOR SKULL-GLOBE

LEVEL 17
MAGIC ITEM
PRICE 250,000
BULK 1

This crystalline globe is bonded to a planet and constantly changes to reflect a real-time image of that world. Touching the globe allows you to use *clairaudience/clairvoyance* at a location of your choice on that planet, regardless of range and lasting as long as you concentrate. You don't need to have prior knowledge of the location—you just zoom in on the desired point from the global view. Additionally, once per week, the globe allows you to use *interplanetary teleport* to transport yourself and other willing creatures touching the globe to the location you're currently observing using the globe's *clairaudience/clairvoyance* effect. If you are currently on a different plane, this teleportation shifts you back to the Material Plane, as well. A *calecor skull-globe's* planetary bond can't be changed to a new planet.



CEREBRIC FUNGUS



CEREBRIC
FUNGUS
CR 3
XP 800

CEREBRIC
FUNGUS VOYAGER
CR 9
XP 6,400

CEREBRIC FUNGUS

CR 3

XP 800

N Medium plant

Init +0; **Senses** darkvision 60 ft., low-light vision;**Perception** +8**Aura** unsettling appearance (60 ft., DC 14)

DEFENSE

HP 26

EAC 13; KAC 14

Fort +4; Ref +2; Will +6

Defensive Abilities fast healing 2, otherworldly mind (DC 14); **Immunities** plant immunities; **Resistances** cold 5**Weaknesses** vulnerable to sonic

OFFENSE

Speed 30 ft.

Melee bite +7 (1d4+4 P) or

tendrils +7 (1d4+4 S plus grab; critical stunned)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)**Offensive Abilities** star shriek (DC 14)**Spell-Like Abilities** (CL 3rd)3/day—*fear* (1st level, DC 16), *lesser confusion* (DC 16)At will—*daze* (DC 15), *detect thoughts* (DC 16)

STATISTICS

Str +1; Dex +0; Con +2; Int +1; Wis +4; Cha +1

Skills Bluff +13, Diplomacy +13, Stealth +8**Languages** telepathy 100 ft.

ECOLOGY

Environment any**Organization** solitary, pair, or colony (3–12)

SPECIAL ABILITIES

Otherworldly Mind (Ex) Any non-plant creature attempting to read a cerebric fungus's mind with a divination spell or similar effect must succeed at the listed Will save or be overwhelmed by its alien thoughts. A creature that fails takes 1d6 damage and is confused for 1d3 rounds, and the divination effect immediately ends.

Star Shriek (Ex) Once per day as a full action, a cerebric fungus can unleash a shrill scream in tones that are difficult for minds to process. Each non-plant creature within 30 feet must succeed at the listed Will save or be nauseated for 1 round. This is a sonic, mind-affecting effect.

Unsettling Appearance (Su) A cerebric fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Each creature within 60 feet that can see the fungus must succeed at the listed Will save or be off-target while within the aura's radius. A creature that succeeds at a save against a cerebric fungus's unsettling appearance is immune to this effect for 24 hours. This is a mind-affecting effect.

CEREBRIC FUNGUS VOYAGER

CR 9

XP 6,400

Cerebric fungus mystic

N Medium plant

Init +0; **Senses** darkvision 60 ft., low-light vision;**Perception** +22**Aura** unsettling appearance (60 ft., DC 18)

DEFENSE

HP 115

EAC 21; KAC 22

Fort +10; Ref +8; Will +12

Defensive Abilities fast healing 5, otherworldly mind (DC 18); **Immunities** plant immunities, walk the void;**Resistances** cold 5**Weaknesses** vulnerable to sonic

OFFENSE

Speed 30 ft. (fly 20 ft. [Su, average] in space), starflight

Melee incapacitator +17 (3d4+11 B nonlethal; critical staggered [DC 18]) or

tendrils +17 (3d4+11 S plus grab; critical stunned)

Multiattack incapacitator +11 (3d4+11 B nonlethal; critical staggered [DC 18]).

2 tendrils +11 (1d10+11 S plus grab; critical stunned)

Ranged aphelion laser pistol +15 (3d4+9 F; critical burn 1d4)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)

Offensive Abilities star shriek (DC 18)

Cerebric Fungus Spell-Like

Abilities (CL 9th)

3/day—*fear* (1st level, DC 18), *lesser confusion* (DC 18)

At will—*daze* (DC 17), *detect thoughts* (DC 18)

Mystic Spell-Like Abilities (CL 9th)

At will—*mindlink*

Mystic Spells Known (CL 9th)

3rd (3/day)—*irradiate* (DC 20), *suggestion* (DC 20)

2nd (6/day)—*darkvision*, *force blast* (DC 19), *mind thrust* (DC 19), *mystic cure*

1st (at will)—*identify*, *shooting stars* (as magic missile)

Connection star shaman

STATISTICS

Str +2; **Dex** +0; **Con** +4; **Int** +2; **Wis** +6; **Cha** +3

Skills Acrobatics +17, Bluff +17, Diplomacy +22, Mysticism +22, Piloting +17

Languages telepathy 100 ft.

Other Abilities stargazer, starlight form (9 minutes, DC 18), walk the void

Gear d-suit II, aphelion laser pistol with 2 high-capacity batteries (40 charges each), incapacitator with 2 batteries (20 charges each)

ECOLOGY

Environment any

Organization solitary, pair, or excursion (1–2 plus 4–10 cerebric fungi)

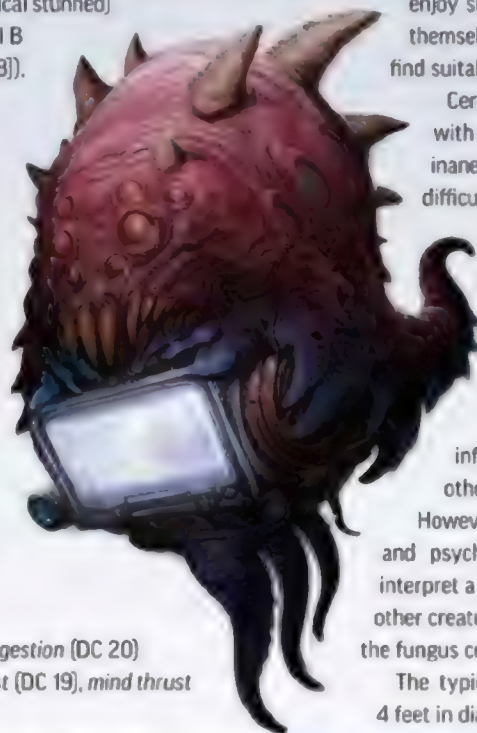
SPECIAL ABILITIES

Otherworldly Mind (Ex) See page 26.

Star Shriek (Ex) See page 26.

Unsettling Appearance (Su) See page 26.

Cerebric fungi are carnivorous plants, but they are also intelligent interstellar explorers with colonies in many star systems, including the Pact Worlds, where they have carved out homes in corners of Castrovell and the Liavaran moon Nchak. Within the colonies of their isolated home system in the Vast, cerebric fungi debate philosophy and mysticism to perfect their shared understanding of the universe and to outshine the intellectual insights of the other colonies.



In an effort to prove esoteric points on behalf of their home colonies—or to spite other colonies—cerebric fungi enjoy studying creatures less intelligent than themselves. The fungi have been pleased to find suitable subjects on other planets.

Cerebric fungi greet strangers they meet with telepathic questions that might seem inane or even senseless. The fungi have difficulty comprehending the needs and concerns of non-fungoid creatures and easily distress others with experiments meant not to harm but rather to test pet theories.

With millennia of starflight and space exploration informing their culture, cerebric fungi can offer information that other civilizations would otherwise have little chance of learning. However, it often takes much time, patience, and psychic fortitude for other creatures to interpret a cerebric fungus's insights, as elements other creatures might consider necessary context, the fungus considers obvious or irrelevant.

The typical cerebric fungus is approximately 4 feet in diameter and weighs 150 pounds.

FUNGAL COMPUTERS

Cerebric fungi reproduce by budding. They can also grow specialized buds, removing them before they reach maturity, to produce living computers. By adjusting the timing and chemical mixture of this process, cerebric fungi can create computer modules and countermeasures that can be incorporated into any computer. Cerebric fungi sell their creations to fund further explorations. A fungal computer's base cost is 10% higher than a normal computer and has the following traits.

Chemosynthesis: A fungal computer can synthesize its own energy from most atmospheres. This functions as a free self-charging upgrade (*Starfinder Core Rulebook* 216).

Reticulated Spine: A fungal computer has a complex network and a fibrous core that can't be reduced in size. No miniaturization upgrade can be applied to a fungal computer.

Telepathic Interface: A fungal computer has only a telepathic user interface (see the upgrade below). A hacking kit can access a fungal computer, but otherwise a typical computer with a complex control module (*Core Rulebook* 215) must be purchased separately and installed to provide a digital interface for a fungal computer.

Telepathic User Interface (Upgrade Module)

This upgrade allows a creature with limited telepathy or telepathy to access a computer via a telepathic user interface without having physical access, as long as the computer is within the creature's telepathic range. A telepathic user interface upgrade costs 10% of the computer's base price.

COLOUR OUT OF SPACE



COLOUR OUT
OF SPACE
CR 10
XP 9,600

COLOUR OUT OF SPACE

CR 10

XP 9,600

CN Huge ooze (incorporeal)

Init +8; Senses blindsight (vibration) 120 ft.; Perception +24

Aura lassitude (300 ft., DC 19)

DEFENSE

HP 140

EAC 23; KAC 24

Fort +11; Ref +11; Will +7

Defensive Abilities incorporeal, void adaptation; Immunities

acid, cold, fire, mind-affecting effects, ooze immunities, radiation, sonic; SR 21

Weaknesses susceptible to force effects

OFFENSE

Speed fly 60 ft. (Su, perfect)

Melee disintegrating touch +20 (1d10+10)

Space 15 ft.; Reach 15 ft.

Offensive Abilities feed

STATISTICS

Str +0; Dex +8; Con +3; Int +2; Wis +3;

Cha +5

Skills Acrobatics +24 (+32 to fly), Life

Science +19, Physical Science +19,

Stealth +24, Survival +24

Languages Aklo (can't speak any language)

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Aura of Lassitude (Su) A creature within 300 feet of a colour out of space (even when the colour is hiding within a solid object) must succeed at a DC 19 Will save or become overwhelmed with listlessness and ennui. While under this effect, the creature takes a -4 penalty to Will saving throws and doesn't willingly travel farther than 1 mile from the area where it failed its saving throw against that colour's aura of lassitude. If the victim failed the saving throw while on a starship, it instead doesn't willingly travel farther than 1 mile from the starship, nor does it willingly pilot that starship. A *break enchantment* spell (DC 19) ends the effect, as does moving the

victim more than 1 mile from where it failed its save (or from the starship where it failed its save). Every 24 hours, a creature affected by an aura of lassitude can attempt a new DC 19 Will save to cast off the effects of the aura. A creature that succeeds at this saving throw is immune to that colour's aura of lassitude for 24 hours. A creature under the effects of an aura of lassitude from a colour out of space can't be further affected by this ability from other colours. This is a mind-affecting effect.

Disintegrating Touch (Su) A colour's touch can disintegrate matter. This attack targets EAC and deals untyped damage; a creature that succeeds at a DC 19 Fortitude save takes half damage. A creature reduced to 0 Hit

Points by this attack must succeed at a DC 19

Fortitude save or be immediately

slain and reduced to a pile of fine ash.

Feed (Su) As a full action, a colour can attempt to feed on a living creature, a natural region of plant and animal life, or a Drift engine. If it feeds on a creature or a Drift engine, the colour must have line of sight to and be within 300 feet of the target. If it feeds on a region of plant and animal life, it needs only to be within that region. It can feed on a region once per week, a specific Drift engine once per day, and a specific living creature once per day.

Feeding on a region or a Drift engine is automatically successful. When the colour feeds on a region, it causes plant life there to grow brittle and sickly; undergrowth in a blighted region doesn't provide concealment or function as difficult terrain, and small animals grow larger and deformed. When the colour feeds on a



Drift engine, the ship becomes sluggish and awkward; all checks to maneuver the starship (including pilot actions during starship combat) take a -4 penalty, and the duration of travel through the Drift is doubled. A colour never completely consumes a region or a Drift engine. A region of nature recovers from these effects 1 year after the colour leaves the area, while a Drift engine recovers 24 hours after the colour's feeding.

A creature can resist being fed upon by a colour out of space by succeeding at a DC 19 Will save, in which case the colour can't attempt to feed on that creature again for 24 hours. If the victim fails this saving throw, it takes 1d4 Constitution drain and 1d4 Charisma drain. A creature whose Constitution score is drained to 0 this way immediately dies, crumbling into a mass of desiccated tissue. A creature whose Charisma score is drained to 0 this way gains the colour-blighted graft (see below).

Susceptible to Force Effects (Ex) A colour out of space takes half again as much damage (+50%) from force effects, and it takes a -4 penalty to saving throws to resist force effects. A colour out of space can't damage targets protected by force effects with its disintegrating touch, and the aura of lassitude and feed abilities of a colour that is completely entrapped by force effects have no effect.

The deepest reaches of space hold truly bizarre terrors, and few among them are more feared than the colour out of space. This entity is composed only of a malevolent hue that defies classification and eludes identification by most sensors. A colour's presence manifests as an unsettling shifting of colors as it moves through an area. This distortion is enough to allow for targeting of a colour out of space, but the creature's natural defenses and immunities still make it a high-risk target to engage.

A colour out of space arrives on a planet or other celestial body in embryonic form, infusing the inside of a dense meteorite. After the meteor lands, it crumbles, and the colour seeps out and begins to feed. Once it has fed sufficiently, often over many months, it launches into space again and seeks new feeding grounds. Sometimes, it leaves enough of itself behind to form a new embryonic colour, and the bizarre life cycle continues.

The energies Drift engines exude can nourish a colour out of space. Scholars are only starting to explore what this feeding implies about the nature of the Drift itself.

COLOUR-BLIGHTED TEMPLATE GRAFT

A creature that has the colour-blighted graft is hideously deformed and glows with the disturbing color of the creature that blighted it.

Traits: A colour-blighted creature is immune to the feed attack of a colour out of space. Its Charisma score is raised to 1. This graft is removed as soon as the Constitution drain and Charisma drain caused by the colour are healed, but until then, the blighted creature is aggressive toward all nonblighted creatures. It gains a +1 bonus to attack rolls and weapon damage rolls against such creatures. Every 24 hours, a colour-blighted creature must succeed at a DC 12 Fortitude save or crumble into fine white ash. Such a doom means instant death and, for most colour-blighted creatures, the only chance at escape from a life filled with pain.



CORPSEFOLK



**CORPSEFOLK
OPERATIVE**
CR 3
XP 800

CORPSEFOLK OPERATIVE**CR 3****XP 800**

Corpsefolk operative

NE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +14**DEFENSE****HP 42****EAC** 14; **KAC** 15**Fort** +3; **Ref** +6; **Will** +7**Defensive Abilities** evasion; **DR** 5/magic; **Immunities** undead immunities**OFFENSE****Speed** 40 ft.**Melee** survival knife +7 (1d4+4 S)**Ranged** static arc pistol +9 (1d6+3 E; critical arc 2) or tactical shirren-eye rifle +9 (1d10+3 P)**Offensive Abilities** trick attack +1d8**STATISTICS****Str** +1; **Dex** +4; **Con** —; **Int** +1; **Wis** +2; **Cha** +0**Skills** Acrobatics +9, Intimidate +9, Sleight of Hand +14, Stealth +14**Other Abilities** operative exploits (uncanny mobility), specialization (thief), unliving**Languages** Common**Gear** graphite carbon skin, static arc pistol with 2 batteries (20 charges each), survival knife, tactical shirren-eye rifle with 25 sniper rounds**ECOLOGY****Environment** any**Organization** solitary, pair, or association (3–10)**CORPSEFOLK MARINE CR 7****XP 3,200**

Corpsefolk soldier

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; **Perception** +14**DEFENSE****HP 126****EAC** 19; **KAC** 22**Fort** +9; **Ref** +7; **Will** +8**DR** 5/magic; **Immunities** undead immunities**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** LFD pulse gauntlet +14 (2d6+9 B & So; critical knockdown)**Ranged** dual acid dart rifle +17 (2d8+9 A & P; critical corrode 2d4) or frag grenade II +17 (explode [15 ft., 2d6 P, DC 15])**Offensive Abilities** fighting styles (sharpshoot), focus fire, sniper's aim**STATISTICS****Str** +2; **Dex** +5; **Con** —; **Int** +0; **Wis** +4; **Cha** +0**Skills** Athletics +19, Intimidate +14, Piloting +14**Other Abilities** unliving**Languages** Common**Gear** elite defiance series, dual acid dart rifle with 48 darts, LFD pulse gauntlet with 2 batteries (20 charges each), frag grenades II (2)**ECOLOGY****Environment** any**Organization** solitary, pair, or elite squad (3–5)

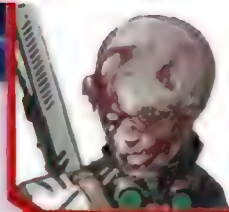
Bodies of the dead can, if in good enough condition, be magically made into corpsefolk: free-willed and intelligent undead who remember much of their past lives. For lone necromancers, this magic is possible only if the corpse is of the recently deceased or has been preserved shortly after death. However, the bone sages of Eox have learned to magically repair even badly damaged corpses and those decayed beyond what was usable for lesser necromancers.

As a result, corpsefolk make up much of the population of Eox, some serving

as indentured servants to pay off the cost of their creation. Undead creatures of this type were called zombie masters in ancient days, but as a class of normal citizens on Eox and soldiers in the Corpse Fleet, they have become known as corpsefolk, balancing their humble social status with their self-willed mentality.

Corpsefolk look like zombies, but unlike those undead, corpsefolk retain memories of their previous lives, skills and abilities gained from classes and experience, and the will to make their own decisions. Initially, a corpsefolk's physical form looks gaunt and dry, with sunken eyes and a hollow torso, but it begins as intact as its corpse was when it gained undeath.





CORPSEFOLK

As corpsefolk age, however, their bodies can become torn and tattered. Early in their undead years, corpsefolk use surgery and magic to adopt a more wholesome appearance, but after a few decades, most cease to care what they look like, focusing only on what they can do to increase their long-term wealth and power. Corpsefolk can benefit from cybernetic implants, though many prefer necrografts (*Starfinder Armory* 94-97), which blend more seamlessly with their animated forms.

Most living creatures see corpsefolk as walking corpses and as such fear or mistrust them, but other self-aware undead creatures treat corpsefolk as second-class undead. Bone sages view corpsefolk as barely better than zombies, while ghouls, vampires, and other undead treat them as peasants or wage slaves unworthy of respect. Because most corpsefolk exist as a result of being created specifically to serve, few enter their undead existence with wealth, power, or influence. Most corpsefolk also lack innate magic power or special abilities. Though they can learn and excel with time and practice, doing so is no easier for them than for living creatures. This fact, coupled with the prejudices they face, makes it difficult for corpsefolk to rise into important positions. Eox, for instance, has a vast corpsefolk underclass, and these ragged undead are rarely selected for any position calling for interaction with living citizens of the Pact Worlds.

Corpsefolk can be found in various roles in those societies that accept them: managers, soldiers, technicians, and workers. They can use equipment they mastered in life and gain new skills, though they vary in their ambition. Some corpsefolk lack the drive to do more than the minimum needed to maintain their existence, which is very little. Unlike undead that must consume materials from the living or those that hate the living and wish to destroy them, corpsefolk have no supernatural hunger or drive to kill. They don't need air, food, sleep, or water, and the more apathetic corpsefolk also don't need stimuli—when left alone, they can sit in silence for weeks or years with no sense of boredom or unease. Such corpsefolk carry out the tasks assigned to them and do little else.

Most corpsefolk, however, still experience emotions and desires, though they have duller passions than most of the living and take a long-term view. Even when tending to menial tasks, they assume their current positions are temporary, trusting that as time passes and their experience grows, they can at least improve their lot even if positions of power and influence are out of reach.

Some corpsefolk have great ambition. These drives can be tied to some aspect of a corpsefolk's original life or an activity experienced early in their undeath that sparks significant interest. Such corpsefolk might settle old scores from their life, become fascinated with a specific kind of art, eagerly embrace new skills and opportunities, explore situations they feared in life, or seek to excel at assigned tasks as a way to track their progress through a potentially eternal unlife.

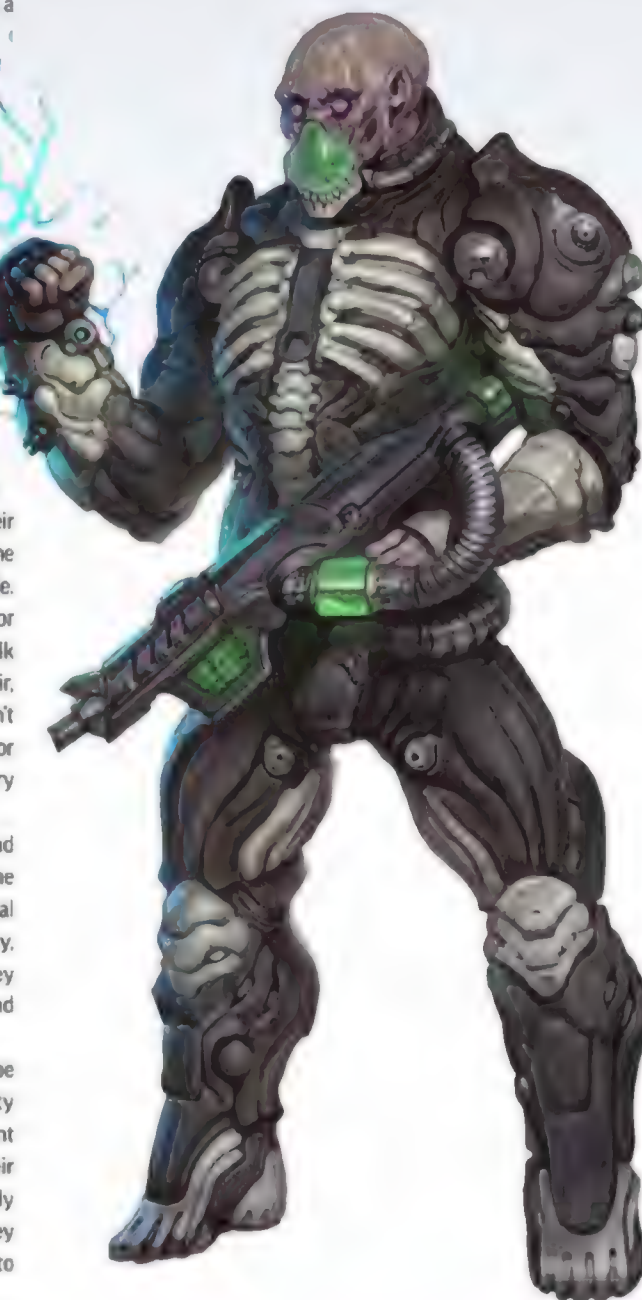
CORPSEFOLK TEMPLATE GRAFT (CR 2+)

The animated corpse of a dead creature, a corpsefolk keeps the abilities, intelligence, and skills it had when it was alive. Most corpsefolk are cunning and dangerous foes rather than mindless undead. They lack most of the needs, much of the fear, and many mortal vulnerabilities that can hold back the living.

Required Creature Type: Undead.

Traits: DR 5/magic; increase Hit Points by 20%.

Suggested Ability Score Modifiers: *Combatant*—Dexterity, Strength; *expert*—Dexterity, Intelligence; *spellcaster*—Intelligence or Wisdom, Dexterity.



DAMAI



DAMAI
CR 1/2
XP 200



DAMAI
GUARDIAN
CR 12
XP 19,200

DAMAI**CR 1/2****XP 200**

N Medium humanoid (damai)

Init +3; **Senses** low-light vision; **Perception** +9**DEFENSE****HP 12****EAC** 10; **KAC** 11**Fort** +0; **Ref** +2; **Will** +3**Defensive Abilities** scrappy**OFFENSE****Speed** 30 ft.**Melee** survival knife +4 (1d4 S)**Ranged** tactical semi-auto pistol +2 (1d6 P)**STATISTICS****Str** +0; **Dex** +3; **Con** +1; **Int** +1; **Wis** +0; **Cha** +2**Skills** Engineering +4, Medicine +9, Stealth +9, Survival +4**Languages** Common, Daimalkan**Gear** estex suit I, survival knife, tactical semi-auto pistol with 18 small arm rounds, 6 field rations**ECOLOGY****Environment** any (Daimalko)**Organization** solitary, pair, trio, or colony (10–350)**SPECIAL ABILITIES**

Scrappy (Ex) Generations of living together in underground shelters and under the constant threat of enormous creatures have taught damais to work together against all odds. Once per day, as long as an ally is within 10 feet, a damai can reroll a failed attack roll or saving throw.

DAMAI GUARDIAN**CR 12****XP 19,200**

Damai mystic

N Medium humanoid (damai)

Init +1; **Senses** greater emotionsense, low-light vision; **Perception** +27**DEFENSE****HP 170 RP 5****EAC** 25; **KAC** 26**Fort** +11; **Ref** +11; **Will** +17**Defensive Abilities** scrappy**OFFENSE****Speed** 30 ft.**Melee** ultrathin dueling sword +21 (3d6+16 E & F)**Ranged** paragon semi-auto pistol +19 (4d6+12 P)**Mystic Spell-Like Abilities** (CL 12th)12/day—*discern lies* (DC 21)At will—*mindlink*, *telepathic bond***Mystic Spells Known** (CL 12th)4th (3/day)—*hold monster* (DC 23), *mind probe* (DC 23)3rd (6/day)—*clairaudience/clairvoyance*, *haste*, *mind thrust* (DC 22), *mystic cure*2nd (at will)—*augury*, *zone of truth* (DC 21)**Connection** empath**STATISTICS****Str** +4; **Dex** +1; **Con** +5; **Int** +2; **Wis** +8; **Cha** +4**Skills** Diplomacy +22, Mysticism +27, Sense Motive +27**Languages** Ancient Daimalkan, Common, Daimalkan**Other Abilities** empathic bond, empathy, greater mindlink, telepathic bond**Gear** estex suit IV, paragon semi-auto pistol with 32 small arm rounds, ultrathin dueling sword**ECOLOGY****Environment** any (Daimalko)**Organization** solitary, pair, or adjudication (3–7)**SPECIAL ABILITIES**

Empathic Bond (Su) Damai Guardians have an empathic connection with each other that lasts for life. If a Guardian spends 1 round concentrating while thinking about another specific Guardian, she can learn that individual's relative position and general condition, as per the *status* spell. Additionally, when she uses this ability, the Guardian learns the other individual's general emotional state and its intensity, such as whether the target is mildly content, moderately worried, intensely distraught, or similar.

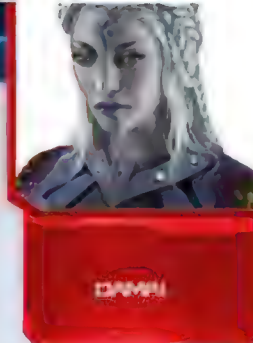
Scrappy (Ex) See above.

The people known throughout the galaxy as damais are survivors of a shattered planet who are at once hardy yet fragile, savvy yet foolish, prescient yet solipsistic. Their planet is ancient even on the scale of the vast universe, and yet for damais, modern history is merely 200 years old.

Life on Daimalko, their dry, rocky planet in Near Space, transformed when an event called the Awakening wracked the land with earthquakes, evaporated the world's oceans, and withered its greenery. Worse, the cataclysm awakened the terrible colossi at the heart of the people's legends. Some of these monstrosities were *kyokors* (*Starfinder Alien Archive* 72), though many were other, equally horrific beasts, and all rose from their slumber beneath the seabed to destroy most of the planet's inhabitants in short order.

Prior to this disaster, the people of Daimalko were split between two advanced, warring societies: the holy Queendom of Ykarth, which claimed a divine mandate from





the empyreal lord Duellona, and the psychic Confederation of Volkaria. But the Awakening drove most of the surviving damais underground, regardless of their allegiance, where they huddled in caverns they came to collectively call the Refuge. Nearly 150 years passed as the remaining damais and their descendants grappled with the cultural trauma of the Awakening. Originally a fragile people threaded with natural ribbons of psychic energy, empathic magic, or braids of both, damais adapted into the hardy and resourceful people they are today.

About 50 years ago, a wise leader in one of the deepest and largest pockets of the Refuge resolved to reunite damais for good. Reirali Kokolu sought to build solidarity among the refugees despite the fact that the colossi still rampaged on the surface above. At great personal risk, she traversed the lightless caverns to make contact with other refugee settlements, inviting their leaders to travel with her until they'd contacted each surviving damai and formulated a plan to keep them connected to one another, even if only spiritually.

Near the end of the leaders' journey, they stumbled upon a curious cache of rune-scribed orbs. Though most of the leaders thought the objects mere baubles, useless remnants of the planet's lost civilizations, Reirali Kokolu felt compelled to commune with the orbs. At first, touching them conveyed blasts of overwhelming emotion, fits of magical hubris, unnatural physical strength, and the darkest dread. However, after studying them at length—and convincing the other damai leaders to do the same—Kokolu found that the orbs, when bonded to a user, subtly conveyed vital information about the marauding colossi, such as their physical locations at any given time. Users of these orbs even seemed able to subtly influence the beasts' behavior, though doing so caused tremendous stress, both mentally and physically. Communing with the orbs also fused the leaders to each other emotionally. As they learned to wield the orbs' power, the leaders came to realize that with just a little concentration, they could inhabit each others' minds and hearts.

These damai leaders became the first Guardians. Invigorated with the powers they'd unlocked, the Guardians returned to their respective settlements in the Refuge. Some died mysteriously along the way, and to this day it is unclear why, despite numerous attempts to discover the fates of these Guardians and any motive or meaning behind their deaths.

RACIAL TRAITS

Ability Adjustments: +2 Cha, +2 Dex, -2 Wis

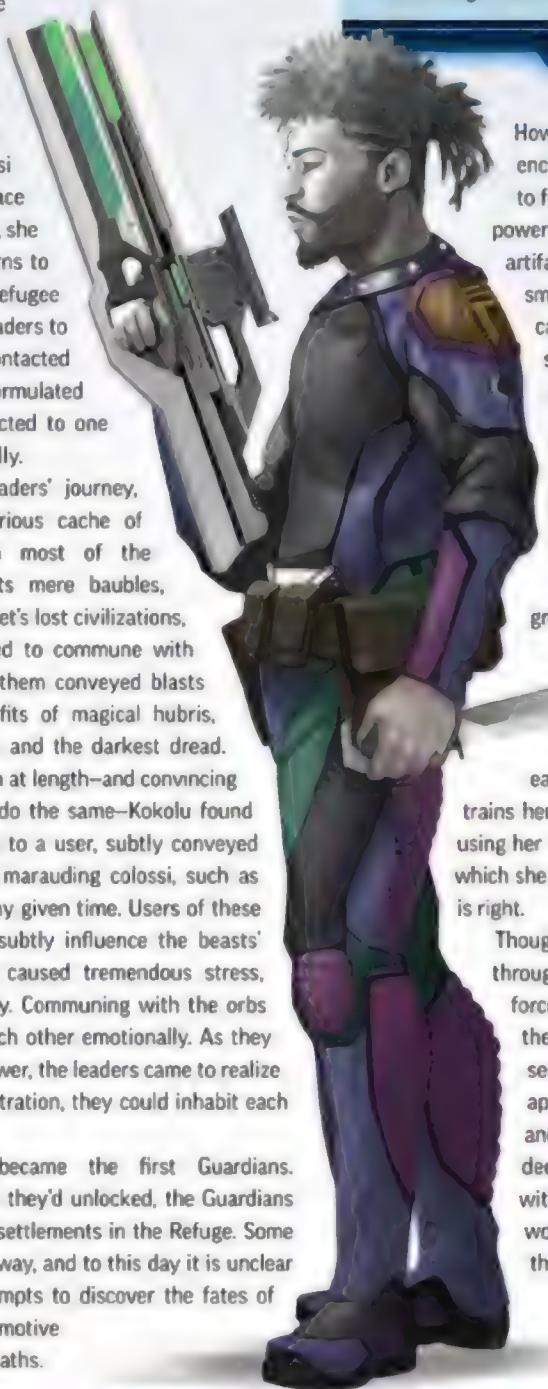
Hit Points: 2

Size and Type: Damais are Medium humanoids with the damai subtype.

Low-Light Vision: Damais have low-light vision.

Scrappy: See page 32.

Survivor: Damais have ingrained survivalist senses and gain a +2 racial bonus to Stealth and Survival checks. This bonus increases to +3 when a damai is underground.



However, the rest returned to their enclaves. While some used the orbs merely to fortify their settlements, terrified of the power of the colossi they felt through their artifacts, other Guardians began ushering small colonies of damais aboveground, carefully using their bonded orbs to shield their people from harm. Now, the underground settlements have approached a stability that is just shy of thriving, though the aboveground colonies still struggle, thanks both to their youth and to colossi attacks that their Guardians have failed to thwart.

Daimalkan Guardians command great power, found both within them and through their orbs, but they are no less mortal than their kin, who age much as humans do. Thus, each Guardian carefully chooses and trains her successor over about a dozen years, using her wits, her wisdom, and her bonded orb, which she transfers to her charge when the time is right.

Though some whisper that the magic flowing through the leaders is somehow tied to the force that sparked the Awakening, trust in the Guardians is nearly universal in damai settlements. Despite their different approaches to survival, the Guardians and everyday damais recognize how deeply tied to each other they are—or without the bonds of their people, damais would have nothing except the colossi that slaver for their end.

The average damai has gray skin, stands 6 feet tall, and weighs around 175 pounds.

DEMON, PLUPREX



PLUPREX
CR 13
XP 25,600

**PREXIAN
MUTANTSPAWN**
CR 11
XP 12,800

PLUPREX**CR 13****XP 25,600**

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +23**Aura** radiation (20 ft.)**DEFENSE****HP 190****EAC** 26; **KAC** 27**Fort** +16; **Ref** +12; **Will** +14**DR** 10/good; **Immunities** disease, electricity, poison;**Resistances** acid 10, cold 10, fire 10; **SR** 24**OFFENSE****Speed** 50 ft., fly 60 ft. (Su, average)**Melee** bite +23 (6d4+19 S plus invoke mutation)**Multiattack** bite +17 (3d4+19 P plus invoke mutation),
2 claws +17 (3d4+19 S), gore +17 (3d4+19 P)**Offensive Abilities** invoke mutation**Spell-Like Abilities** (CL 13th; ranged +21)1/day—*greater synaptic pulse* (DC 24), summon allies
(1 pluprex or 2 prexian mutantspawns, 35%), waves
of fatigue3/day—*animate dead*, *confusion* (DC 23), *enervation*,
mind thrust (4th level, DC 23)At will—*irradiate* (DC 22), *ray of exhaustion* (DC 22),
teleport (self plus 5 bulk of gear only)**STATISTICS****Str** +6; **Dex** +4; **Con** +4; **Int** +3; **Wis** +2; **Cha** +8**Skills** Acrobatics +23, Bluff +28, Intimidate +28, Life
Science +23, Mysticism +23**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**Other Abilities** irradiate dead**ECOLOGY****Environment** any (Abyss)**Organization** solitary, pair, blight (3–6), or invasion
(2–4 pluprexes plus 3–6 prexian mutantspawns)**SPECIAL ABILITIES**

Invoke Mutation (Su) A pluprex can wrack a living creature by biting it. The creature bitten must attempt a DC 21 Fortitude save. On a success, the creature is merely sickened for 1 round. On a failure, the victim's body undergoes several swift and painful mutations that twist limbs, alter organs, and distort features into a hideous countenance, giving it the overburdened condition for 1 minute. After this minute elapses, the creature becomes accustomed to its twisted new body, but it gains the encumbered condition permanently. This is a curse effect; its effects do not stack.

Irradiate Dead (Su) Undead creatures created by a pluprex are radioactive, emitting low radiation in a 20-foot radius. Once per day as a standard action, a pluprex can touch an undead creature it has created to enhance that creature's radioactive aura, permanently increasing that creature's radioactivity to medium. A pluprex cannot enhance radiation in this way to a higher level. Alternatively, the pluprex can give any undead creature a medium radioactive aura by touching it, but such auras last for only 24 hours before fading.

Radiation Aura (Su) A pluprex emits medium radiation in a 20-foot radius.

Once per day as a swift action, a pluprex can instead emit high radiation for 1 minute.



PREXIAN MUTANT SPAWN**CR 11****XP 12,800****CE** Medium outsider (chaotic, evil, extraplanar)**Init** +3; **Senses** darkvision 60 ft., blindsense (scent) 60 ft.;**Perception** +20**DEFENSE****HP 155****EAC** 23; **KAC** 24**Fort** +14; **Ref** +10; **Will** +12**Defensive Abilities** amorphous; **DR** 10/good; **Immunities**acid, disease, electricity, poison; **Resistances** cold 10, fire 10; **SR** 22**OFFENSE****Speed** 10 ft., fly 40 ft. (Ex, average)**Melee** numbing taclash +20 (5d4 S plus irradiation) or bite +20 (2d10+16 S plus irradiation)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with numbing taclash)**Spell-Like Abilities** (CL 11th; ranged +18)1/day—*confusion* (DC 22)3/day—*irradiate* (DC 21), *ray of exhaustion* (DC 21)At will—*inflict pain* (DC 20), *mind thrust* (2nd level, DC 20), *teleport* (self plus 5 bulk of objects only)**STATISTICS****Str** +5; **Dex** +3; **Con** +8; **Int** +1; **Wis** +2; **Cha** +3**Skills** Acrobatics +20, Bluff +20, Intimidate +20,

Mysticism +20, Sense Motive +20

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.**Gear** numbing taclash with 2 batteries (20 charges each)**ECOLOGY****Environment** any (Abyss)**Organization** solitary, pair, or infection (3–8)**SPECIAL ABILITIES**

Irradiation (Su) A creature bitten by a prexian mutantspawn or wounded by a melee weapon a mutantspawn carries must succeed at a DC 20 Fortitude save or be exposed to a sudden pulse of supernatural radiation. This functions as medium radiation that affects only the mutantspawn's target.

The Abyss is a warped mirror that reflects all sinful possibility in mortal life, and as mortals advance technologically, so too advances their capacity to sin. Pluprex demons are one such modern reflection—incarnations of the cruelties and devastation wrought by those who harness the power of radiation to do harm.

A pluprex forms from the sinful soul of a mortal who, in life, gloried in the use of radiation as a weapon or who used radiation to experiment on unwilling subjects or to poison the innocent. Many pluprexes died of radiation poisoning themselves in their mortal lives. A typical pluprex stands 7 feet tall but weighs only 100 pounds.

For some victims of a pluprex's invoked mutation, death is only the beginning. When a victim of an invoked mutation perishes in the Abyss or in an area suffused with chaotic and evil energies, mutations in its flesh can sometimes animate into a horrific form of life known as a prexian mutantspawn. These deformed monstrosities claw their way loose from their hosts' dead bodies as collections of misshapen bones, sinew, teeth, and tumors that shouldn't be able to live, yet somehow do so with fervor.

A prexian mutantspawn's shape may vaguely resemble that of its original host body, but it has none of the birth corpse's memories, skills, or abilities. The transformation into a mutantspawn has no effect on a creature's soul, and the mutantspawn is a new form of outsider life, not an undead—a creature that dies and then spawns a mutantspawn from their body can be brought back to life normally.


**DEMON,
PLUPREX**

DEVIL, WARMONGER



WARMONGER
DEVIL
CR 7
XP 3,200

WARMONGER DEVIL (LEVALOCH)**CR 7****XP 3,200**

LE Large outsider (devil, evil, extraplanar, lawful)

Init +3; Senses darkvision 60 ft., see in darkness;

Perception +19

DEFENSE**HP 105****EAC 19; KAC 21****Fort +11; Ref +9; Will +6****Defensive Abilities** construct form; **DR** 5/good; **Immunities** fire, poison; **Resistances** acid 10, cold 10; **SR** 12**OFFENSE****Speed** 40 ft., climb 40 ft.**Melee** sintered trident +17 (2d8+12 P) or
claw +17 (1d6+12 S)**Ranged** corona laser rifle +15 (2d6+7 F; critical burn 1d6) or
nyfiber net +15 (entangle)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** merciless blow**Spell-Like Abilities** (CL 7th)

1/day—summon allies (1 levaloch 35%)

At will—teleport (self plus 5 bulk of gear only)

STATISTICS**Str +5; Dex +3; Con +4; Int +2; Wis +3; Cha +2****Skills** Acrobatics +14, Athletics +14 (+22 to climb),
Engineering +14, Intimidate +14, Mysticism +14,
Stealth +14**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.**Other Abilities** hellstrider, phalanx**Gear** sintered trident with integrated corona laser rifle with
2 high-capacity batteries (40 charges each), nyfiber net**ECOLOGY****Environment** any (Hell)**Organization** solitary, pair, or squadron (3–18)**SPECIAL ABILITIES****Construct Form (Ex)** Despite being true devils, levalochs
have a number of immunities common to constructs.They are immune to ability damage, ability drain, death
effects, disease, energy drain, exhaustion, fatigue,
necromancy effects, negative levels, nonlethal damage,
paralysis, sleep, and stunning.**Hellstrider (Su)** Difficult terrain doesn't hamper a
levaloch's movement.**Merciless Blow (Su)** If a levaloch hits an entangled foe with
an attack, the target takes 2d6 additional damage of the
same type.**Phalanx (Ex)** Devils gain a +1 morale bonus to attack
rolls and AC while adjacent to a levaloch.

Few devils personify the infernal approach to military operations like a levaloch. This fiend's mind is simultaneously logical and passionate, driven to promote Hell's order through conflict. Its restless spirit finds joy only in battle. Within Hell's hierarchy, levalochs serve in elite strike forces composed entirely of others of their kind or as commanders of units of other warlike devils.

Fearsome in appearance and skill, warmonger devils are diabolical essences infused into constructed metallic frames. Standing 10 feet tall and weighing 1 ton, a levaloch's body resembles the torso of a hellish, armored knight placed atop six fiendish, clawed, insectile legs. Even compared to other devils, the anatomy of a levaloch is an enigma. They have no internal physiology at all, being little more than living suits of blasphemous chitin and Hell-forged armor. As a result, levalochs are often misidentified as constructs.





LEVALOCH TRIDENTS (TWO-HANDED ADVANCED MELEE WEAPONS)

UNCATEGORIZED	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Trident, tactical	2	750	1d8 P	—	1	Analog, thrown (20 ft.)
Trident, sintered	7	6,100	2d8 P	—	1	Analog, thrown (20 ft.)
Trident, ultrathin	12	36,600	4d8 P	—	1	Analog, thrown (20 ft.)
Trident, molecular rift	17	219,600	10d8 P	—	1	Analog, thrown (20 ft.)
Trident, dimensional slice	20	768,600	14d8 P	—	1	Analog, thrown (20 ft.)

A single levaloch is quite powerful on its own, but the devils' true might lies in working alongside other devils in battle. Levalochs lead from the front lines, inspiring their allies and terrifying their foes. They are demanding, stern leaders, but they aren't dismissive of devils lower in Hell's hierarchy. Levalochs instead assess a given ally based on that being's capabilities and strategic utility, knowing a single powerful devil might not be able to accomplish what a horde of lesser fiends can. Warmonger devils' grasp of strategy and tactics is undisputed, and they can understand and execute complex maneuvers. Coupled with this tactical mastery is a devious creativity that allows a levaloch to respond well to unexpected changes in a situation. This adaptability surprises foes that assume the ordered minds of devils are stagnant and resistant to change.

In any confrontation, warmonger devils prefer to wipe out weaker targets first and cut off routes of escape, leaving dangerous foes without allies to call upon or any recourse but defeat or surrender. Levalochs try to avoid throwing away their own troops needlessly, not out of any sense of compassion, but out of a desire to preserve numerical advantage. Fewer troops mean a diminished ability to wage war. Regardless, levalochs value infernal warriors over mortal troops and utilize them in battle accordingly.

When the forces of Hell engage in interplanetary assault, levalochs ride in the cargo cavity of a dhalochar (*Starfinder Alien Archive* 34) to serve as a supplemental incursion force, quickly quelling pockets of resistance and paving the way for wider devilish invasion. Sometimes they remain within the dhalochar's cargo cavity until the spacefaring fiend crashes to the ground. Other times, they teleport to the planet while the dhalochar remains in the atmosphere to demolish any air defenses a defender might scramble.

Levalochs can also serve as useful agents provocateurs, whether preparing a world for conquest or serving a mortal summoner. Stealthy despite their large size, they can infiltrate target locations with guile rather than numbers or direct force. A levaloch's true allegiance is to Hell, however, and sloppily worded contracts and orders can lead one of them to undermine mission objectives if the levaloch believes doing so is in the best interests of its infernal masters. While warmongers do not ingratiate themselves to mortals who have summoned them as easily as other devils do, they hide their motives well.

Among mercenary captains in and near the Pact Worlds, stories persist of training camps run by levalochs where mortals can receive expert training at the hands of devils, paying with various services or currencies—especially souls. For the downtrodden and desperate, this deal can be tempting. More than a few amateur warriors have disappeared for a few months, only to resurface later with devilishly fierce skills in battle. Even more disturbing are the reports of a mercenary company consisting entirely of levalochs. These devils supposedly offer their services as soldiers of fortune to the highest bidder, though once again, care must be taken when drawing up the contracts for such services to avoid any conflicts of interests with the levalochs' loyalty to Hell itself.

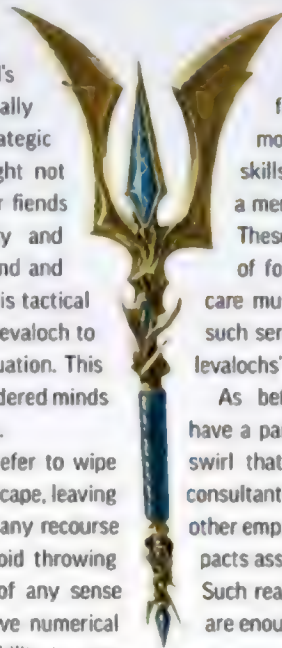
As befits creatures designed for combat, levalochs have a particular interest in weapon technologies. Rumors swirl that several arms manufacturers use levalochs as consultants on projects, sometimes over the protestations of other employees. Corporate lawyers who craft these infernal pacts assure staff that the levalochs' contracts are airtight. Such reassurances and the potential for increased profits are enough to assuage the fears of the corporate elite.

LEVALOCH TRIDENTS

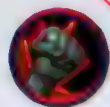
Levalochs study weapon technology of the mortal realm with keen interest. The devils have wielded trident-like weapons for millennia, but using fiendish ingenuity and information gained via infernal pacts with mortal weapon researchers, levalochs have developed ways to integrate modern technology into their tridents, combining cutting-edge science with ancient tradition. The tridents included in the table above are examples of levaloch successes in this area and are now common in the hands of levalochs throughout the planes.

LEVALOCH LONGARMS

Although many among devilkind have long preferred melee weapons, levalochs understand that relying solely on close-quarters weapons places them at a disadvantage in contemporary times. Harnessing their creativity with weapons, levaloch weapon designers have addressed this issue by incorporating longarms into their tridents. You can integrate a non-analog longarm of equal or lower level into a levaloch trident by paying the cost of both weapons plus 10%. Once a non-analog weapon has been integrated with a levaloch trident, the trident loses the analog property.



DINOSAUR



PTEROSAUR
CR 3
XP 800

PTEROSAUR**CR 3**

XP 800

N Large animal

Init +4; Senses low-light vision; Perception +8

DEFENSE**HP 40**

EAC 14; KAC 16

Fort +5; Ref +8; Will +2

OFFENSE

Speed 10 ft., fly 50 ft. (Ex, clumsy)

Melee bite +10 (1d6+5 P)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str +2; Dex +4; Con +0; Int -4; Wis +1; Cha -2

Skills Acrobatics +13 (+5 to fly)

Feats Spring Attack

ECOLOGY

Environment any

Organization solitary, pair, or flock (3-8)

DROMAEOSAURID
CR 3
XP 800

THYREOPHORAN
CR 6
XP 2,400

PLESIOSAUR
CR 7
XP 3,200

CERATOPSID
CR 8
XP 4,800

THEROPOD
CR 9
XP 6,400

SAUROPOD
CR 10
XP 9,600

DROMAEOSAURID**CR 3**

XP 800

N Medium animal

Init +3; Senses low-light vision; Perception +8

DEFENSE**HP 45**

EAC 13; KAC 15

Fort +6; Ref +7; Will +2

OFFENSE

Speed 50 ft.

Melee talons +11 (1d6+5 S; critical bleed 1d6) or bite +11 (1d6+5 P)

Offensive Abilities pounce

STATISTICS

Str +2; Dex +3; Con +1; Int -4; Wis +1; Cha +0

Skills Acrobatics +8, Stealth +13

ECOLOGY

Environment any

Organization solitary, pair, or pack (3-12)

SPECIAL ABILITIES

Pounce (Ex) When a dromaeosaurid charges, it can also make a full attack.

THYREOPHORAN**CR 6**

XP 2,400

N Huge animal

Init +0; Senses low-light vision;

Perception +13

DEFENSE**HP 83**

EAC 18; KAC 22

Fort +11; Ref +8; Will +5

OFFENSE

Speed 30 ft.

Melee tail +15 (1d8+11 B or P; critical knockdown)

Space 15 ft.; Reach 15 ft.

STATISTICS

Str +5; Dex +0; Con +3; Int -4; Wis +1; Cha -2

ECOLOGY

Environment any

Organization solitary, pair, or herd (3-12)

PLESIOSAUR**CR 7**

XP 3,200

N Huge animal

Init +2; Senses low-light vision; Perception +14

DEFENSE**HP 105**

EAC 19; KAC 21

Fort +12; Ref +10; Will +6

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +16 (2d6+12 P)

Space 15 ft.; Reach 20 ft.

STATISTICS

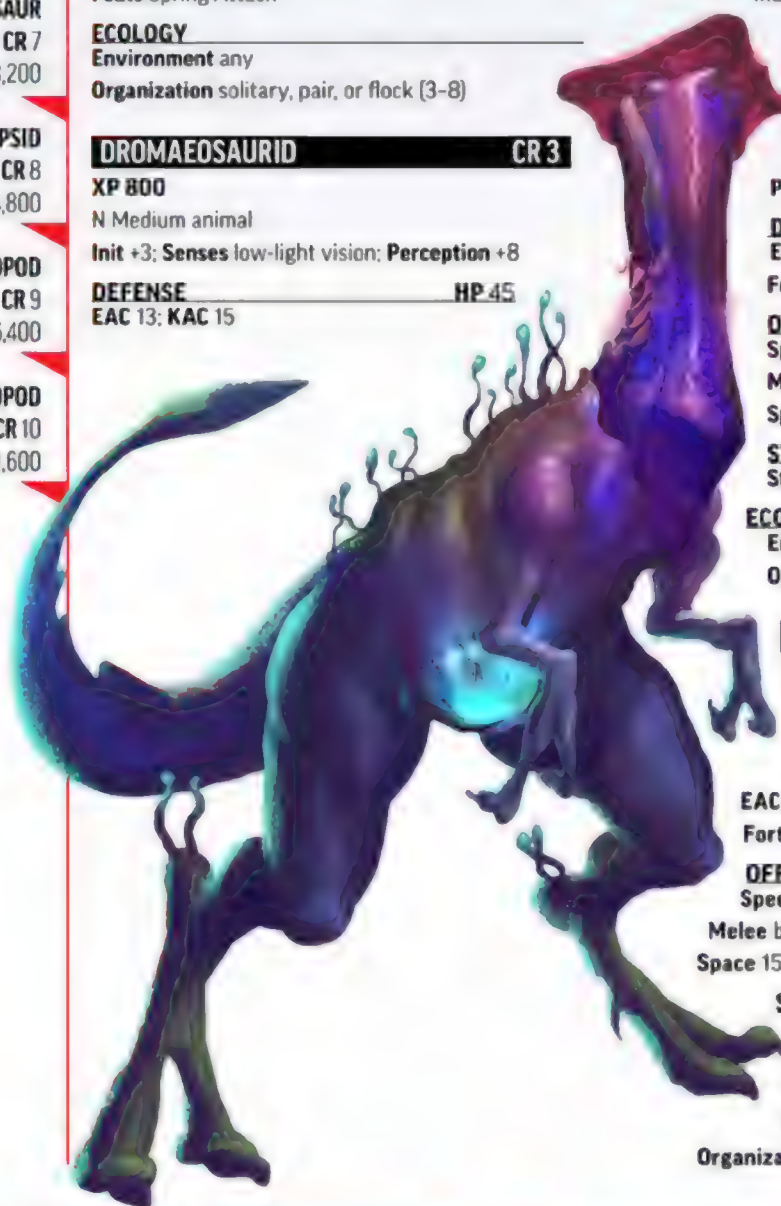
Str +5; Dex +2; Con +4; Int -4; Wis +1; Cha -2

Skills Athletics +19 (+27 to swim)

ECOLOGY

Environment any water

Organization solitary, pair, or school (3-6)





DINOSAUR

CERATOPSID**CR 8****XP 4,800**

N Huge animal

Init +0; **Senses** low-light vision; **Perception** +16**DEFENSE****HP 125****EAC** 20; **KAC** 22**Fort** +13; **Ref** +10; **Will** +8**OFFENSE****Speed** 30 ft.**Melee** gore +18 (2d6+14 P; critical knockdown)**Space** 15 ft.; **Reach** 15 ft.**Offensive Abilities** trample (2d6+14 B, DC 16)**STATISTICS****Str** +6; **Dex** +0; **Con** +3; **Int** -4; **Wis** +1; **Cha** -2**ECOLOGY****Environment** any**Organization** solitary, pair, or herd (3-8)**THEROPOD****CR 9****XP 6,400**

N Gargantuan animal

Init +1; **Senses** low-light vision; **Perception** +17**DEFENSE****HP 145****EAC** 22; **KAC** 24**Fort** +14; **Ref** +11; **Will** +9**OFFENSE****Speed** 40 ft.**Melee** bite +21 (2d10+16 S plus swallow whole; crit. bleed 2d6)**Space** 20 ft.; **Reach** 20 ft.**Offensive Abilities** swallow whole (2d10+16 B, EAC 22, KAC 20, 36 hp)**STATISTICS****Str** +7; **Dex** +1; **Con** +4; **Int** -4; **Wis** +1; **Cha** -1**ECOLOGY****Environment** any**Organization** solitary, pair, or pack (3-6)**SAUROPOD****CR 10****XP 9,600**

N Gargantuan animal

Init +0; **Senses** low-light vision; **Perception** +19**DEFENSE****HP 165****EAC** 23; **KAC** 25**Fort** +16; **Ref** +11; **Will** +10**OFFENSE****Speed** 30 ft.**Melee** tail +21 (2d10+18 B; critical knockdown)**Space** 20 ft.; **Reach** 20 ft.**Offensive Abilities** trample (2d10+18 B, DC 17)**STATISTICS****Str** +8; **Dex** +0; **Con** +5; **Int** -4; **Wis** +1; **Cha** -2**ECOLOGY****Environment** any**Organization** solitary, pair, or herd (3-12)

The term "dinosaur" refers to a category of reptilelike fauna associated with a planet's prehistoric evolutionary scale. Dinosaurs vary in size, although many are quite large, and they come in a variety of forms. A ceratopsid is a quadruped that has bony frills extending from its head back over its shoulders, as well as horns that adorn its face; one example is the herbivorous triceratops. Dromaeosaurids are bipedal, feathered carnivores, like the pack-hunting deinonychus (also called a raptor). Plesiosaurs are marine reptiles with long necks and toothy mouths that dwell and hunt near the water's surface. Pterosaurs are flying reptilian beasts with membranous wings and long, sharp, triangular beaks. Sauropods are immense, lumbering quadrupeds with long necks and tails and towering stature, such as brachiosaurus and diplodocus. Theropods are bipedal dinosaurs, generally carnivorous, with fearsome, fanged jaws and clawed digits, like the tyrannosaurus. Thyreophorans are quadrupedal dinosaurs with armor-plated backs and tails weaponized with bludgeoning bone or piercing spikes, including the ankylosaurus and the stegosaurus.

CREATING DINOSAURS

The dinosaurs in this entry serve a couple of purposes. Employ them as written when you need statistics for this sort of creature. To create a unique dinosaur, use the stat blocks here and your concept as starting points.

Decide what type of natural weapon the animal has, altering the damage type to suit the weapon. Then add elements from Appendix 2: Environmental Grafts (see page 138). Tailor anything you want to fit your concept.



DRAGON, METALLIC



ADULT
SILVER DRAGON
CR 14
XP 38,400

ADULT SILVER DRAGON

CR 14

XP 38,400

LG Huge dragon (cold)

Init +3; **Senses** blindsense (vibration) 60 ft., darkvision 120 ft., detect alignment, low-light vision; **Perception** +25

Aura frightful presence (200 ft., DC 22)

DEFENSE

HP 235

EAC 28; **KAC** 29

Fort +14; **Ref** +14; **Will** +19

DR 10/magic; **Immunities** cold, paralysis, sleep; **SR** 25

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft., fly 200 ft. (Ex, clumsy); cloudwalking

Melee bite +26 (6d6+22 P)

Multiattack bite +20 (3d6+22 P), 2 claws +20 (3d6+22 S), tail slap +20 (3d6+22 B)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Offensive Abilities breath weapon (50-ft. cone, 15d8 C. Reflex DC 22 half. usable every 1d4 rounds).

crush (6d6+22 B), paralyzing breath (30-ft cone, 1d6+7 rounds, DC 22)

Spell-Like Abilities (CL 14th; melee +26)

1/day—greater dispel magic, heat leech (DC 22)

3/day—greater invisibility, overload systems (DC 21), resilient sphere (DC 21), soothing protocol (DC 21)

At will—arcing surge (DC 20), probability prediction

STATISTICS

Str +8; **Dex** +3; **Con** +3; **Int** +6; **Wis** +3; **Cha** +4

Skills Acrobatics +25 (+17 to fly), Computers +30, Diplomacy +30, Disguise +25, Life Science +30, Mysticism +25, Physical Science +30, Sense Motive +25

Feats Mobility, Spring Attack

Languages Auran, Common, Draconic, Dwarven, Terran

Other Abilities change shape (animal or humanoid)

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Cloudwalking (Su) See Silver Dragon Template Graft on page 41.

Paralyzing Breath (Su) See Silver Dragon Template Graft on page 41.

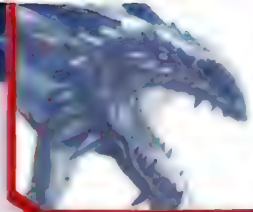
Dragons are powerful reptilian creatures of high intelligence and great ingenuity. The vast majority of dragons fall into one of two categories: chromatic or metallic (though other categories exist). Chromatic dragons (*Starfinder Alien Archive* 38–39) are often evil, indulging in machinations that benefit themselves or destroy their enemies. Metallic dragons (see below) are generally good, endeavoring to improve societal conditions for everyone. Dragons usually grow larger as they age, though a few dragons undergo expensive genetic modifications to remain small enough to fit within starships and space stations built by the humanoids of the Pact Worlds. Others develop the supernatural ability to change their forms to blend in with Pact Worlds society.

Several metallic dragons lead countries and corporations found within the Drakelands of Triaxus, occasionally engaging in warfare (corporate and militaristic) with the chromatic dragons of that planet. The metallic dragons claim these struggles are for the good of those under their care, though those same people are sometimes trampled in the process.

METALLIC DRAGON TEMPLATE GRAFTS

Metallic dragons tend to use their abilities to protect others and improve their surroundings.





DRAGON,
METALLIC

As with most true dragons, a metallic dragon's size is based on its CR (CR 3-4: Small; CR 5-6: Medium; CR 7-10: Large; CR 11-16: Huge; CR 17-24: Gargantuan; CR 25: Colossal), as is its fly speed (CR 3-6: 150 ft. [Ex, average]; CR 7-10: 200 ft. [Ex, average]; CR 11-16: 200 ft. [Ex, clumsy]; CR 17-25: 250 ft. [Ex, clumsy]), and if it is CR 11 or higher, it has the crush universal creature rule and spell resistance equal to 11 + its CR. Metallic dragons' age categories match those presented on page 39 of the *Alien Archive*.

Brass Dragon Template Graft (CR 3+)

Brass dragons are garrulous and often live near civilized areas to indulge in the latest gossip. They enjoy conversation immensely and much prefer talking over fighting.

Required Creature Type and Subtype: Dragon (fire).

Suggested Alignment: Chaotic good.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; frightful presence (CR 14+, 60 feet + 10 feet per CR); DR 5/magic (CR 13+; increase to DR 10/magic at CR 15, DR 15/magic at CR 17, DR 20/magic at CR 19); burrow speed of 30 feet; breath weapon (line 30 feet + 10 feet per 2 CR, 1d4 F + 1d4 per CR); sleep breath (see below); spell-like abilities (CR 8+).

Sleep Breath (Su): Instead of a line of fire, a brass dragon can breathe a 30-foot cone of sleep gas. Each creature within the cone that inhales the gas must succeed at a Will save or fall asleep for 1d6 rounds plus a number of additional rounds equal to half the dragon's CR.

Bronze Dragon Template Graft (CR 3+)

Often found near seas and lakes, bronze dragons aid travelers of noble intent.

Required Creature Type and Subtype: Dragon (water).

Suggested Alignment: Lawful good.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; frightful presence (CR 13+, 60 feet + 10 feet per CR); DR 5/magic (CR 13+; increase to DR 10/magic at CR 15, DR 15/magic at CR 17, DR 20/magic at CR 19); immunity to electricity; swim speed of 60 feet; breath weapon (line 30 feet + 10 feet per 2 CR, 1d6 E + 1d6 per CR); repulsion breath (see below); spell-like abilities (CR 7+); vortex (CR 21+); change shape (CR 7+, animal or humanoid); water breathing.

Repulsion Breath (Su): Instead of line of electricity, a bronze dragon can exhale a 30-foot cone of repulsing gas. Each creature within the cone that inhales the gas must succeed at a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus a number of additional rounds equal to half the dragon's CR. This is a mind-affecting compulsion effect.

Copper Dragon Template Graft (CR 3+)

Copper dragons are mischievous and enjoy playing pranks on both allies and enemies.

Required Creature Type and Subtype: Dragon (earth).

Suggested Alignment: Chaotic good.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; frightful presence (CR 14+, 60 feet + 10 feet per CR); DR 5/magic (CR 13+; increase to DR 10/magic at CR 15, DR 15/magic at CR 17, DR 20/magic at CR 19); immunity to acid; burrow speed of 30 feet; climb stone (see below); breath weapon (line 30 feet + 10 feet per 2 CR, 1d6 A + 1d6 per CR); slow breath (see below); spell-like abilities (CR 8+).

Climb Stone (Ex): A copper dragon can climb on stone surfaces as though affected by *spider climb*.

Slow Breath (Su): Instead of a line of acid, a copper dragon can breathe a 30-foot cone of slowing gas. Each creature within the cone that inhales the gas must succeed at a Fortitude save or be slowed (as per *slow*) for 1d6 rounds plus a number of additional rounds equal to half the dragon's CR.

Gold Dragon Template Graft (CR 3+)

Many other metallic dragons revere gold dragons for being the most righteous and virtuous of all dragonkind and often seek out gold dragons for their wisdom.

Required Creature Type and Subtype: Dragon (fire).

Suggested Alignment: Lawful good.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; detect alignment (CR 3+); frightful presence (CR 13+, 60 feet + 10 feet per CR); DR 5/magic (CR 11+; increase to DR 10/magic at CR 13, DR 15/magic at CR 15, DR 20/magic at CR 17); breath weapon (cone 15 feet + 5 feet per 2 CR, 1d10 F + 1d10 per CR); weakening breath (see below); spell-like abilities (CR 7+); change shape (CR 7+, animal or humanoid).

Weakening Breath (Su): Instead of a cone of fire, a gold dragon can breathe a 30-foot cone of weakening gas. Each creature within the cone that inhales the gas must succeed at a Fortitude save or take an amount of Strength damage equal to half the dragon's CR.

Silver Dragon Template Graft (CR 3+)

Silver dragons hold themselves to an unimpeachable code of courage and honor.

Required Creature Type and Subtype: Dragon (cold).

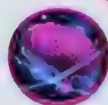
Suggested Alignment: Lawful good.

Traits: Detect alignment (CR 5+); blindsense (vibration) 60 feet; darkvision 120 feet; frightful presence (CR 13+, 60 feet + 10 feet per CR); DR 5/magic (CR 11+; increase to DR 10/magic at CR 13, DR 15/magic at CR 15, DR 20/magic at CR 17); cloudwalking (see below); breath weapon (cone 15 feet + 5 feet per 2 CR, 1d8 C + 1d8 per CR); paralyzing breath (see below); spell-like abilities (CR 8+); change shape (CR 7+, animal or humanoid).

Cloudwalking (Su): A silver dragon can tread on clouds or fog as though on solid ground.

Paralyzing Breath (Su): Instead of a cone of cold, a silver dragon can breathe a 30-foot cone of paralyzing gas. Each creature within the cone that inhales the gas must succeed at a Fortitude save or be paralyzed for 1d6 rounds plus a number of additional rounds equal to half the dragon's CR.

DRAGON, OUTER



OLD VOID
DRAGON
CR 18
XP153,600

OLD VOID DRAGON

CR 18

XP 153,600

NE Gargantuan dragon

Init +7; **Senses** blindsense (vibration) 60 ft., darkvision 120 ft., low-light vision, see in darkness; **Perception** +31

Aura alien presence (240 ft., sickened 2d4 rounds, DC 25)

DEFENSE

HP 350

EAC 32, **KAC** 33

Fort +18, **Ref** +18, **Will** +22

Defensive Abilities void adaptation **DR** 15/magic;

Immunities cold, confusion, insanity, paralysis, sleep;

SR 29

OFFENSE

Speed 40 ft., fly 250 ft. (Su, clumsy)

Melee bite +31 (8d8+29 P plus obliterate)

Multiattack bite +25 (4d8+29 P plus obliterate),

2 claws +25 (4d8+29 S), tail slap +25 (4d8+29 B)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Offensive Abilities breath weapon (60-ft. cone, 19d10 E, DC 25, usable every 1d4 rounds), crush (8d8+29 B), suffocating breath (DC 25)

Spell-Like Abilities (CL 18th; ranged +29)

1/day—disintegrate (DC 25), shadow walk (DC 25)

3/day—dismissal (5th level, DC 24), dominate person (DC 24), feeblemind (DC 24), mind thrust (5th level, DC 24)

At will—confusion (DC 23), enervation

STATISTICS

Str +11, **Dex** +3, **Con** +8, **Int** +6, **Wis** +3, **Cha** +3

Skills Acrobatics +31 (+23 to fly), Bluff +31, Computers +31, Culture +36, Diplomacy +36, Mysticism +36, Piloting +31, Sense Motive +31

Languages Abyssal, Aklo, Auran, Common, Draconic, Ignan, Infernal, Terran

Other Abilities spaceflight

ECOLOGY

Environment any vacuum

Organization solitary

SPECIAL ABILITIES

Obliterate (Su) See Void Dragon Template Graft on page 43.

Suffocating Breath (Su) See Void Dragon Template Graft on page 43.

Rarer than chromatic and metallic dragons, outer dragons are born and live in the vast depths of space, generally serving either their own inscrutable interests or those of some unknowable galactic force. As such, their actions can be especially frightening to the everyday citizens of the Pact Worlds and beyond. Even the methods by which outer dragons are born are shrouded in mystery. Some believe that outer dragons burst forth fully formed from the galaxy's stars, with the void's magic and energy coalescing

into one mighty creature in an instantaneous moment of creation. Others think that outer dragons are manifestations of the universe's will and come into being slowly, over the course of centuries, like a mote of matter might eventually become a star.

Outer dragons have forms similar to those of other true dragons, though their bodies are covered with more spiky protrusions, and their coloration patterns fluctuate as they move. Outer dragons have wings that allow them to move through vacuums and areas of no gravity with ease, thanks to some supernatural process that has yet to be fully understood.

OUTER DRAGON TEMPLATE GRAFTS

Outer dragons are comfortable flying through space, though they often land on planets and moons to feed on or interact with the native populaces at their whims.

Outer dragons use the same guidelines as metallic dragons (see page 41) for age, fly speed (except an outer dragon's is supernatural rather than extraordinary), size, spell resistance, and the crush universal creature rule.

Lunar Dragon Template Graft (CR 3+)

Lunar dragons often seek out civilizations that have yet to achieve space travel and help the scientists there to achieve it.

Required Creature Type: Dragon.

Suggested Alignment: Chaotic neutral.

Traits: Blindsense (vibration) 60 feet; darkvision 120 feet; see in darkness; alien presence (CR 10+; 60 feet + 10 feet per CR; confused 2d4 rounds); void adaptation; **DR** 5/magic (CR 13+; increase to **DR** 10/magic at CR 15, **DR** 15/magic at CR 17, **DR** 20/magic at CR 19); immunity to cold; burrow speed of 20 feet; breath weapon (line 30 feet + 10 feet per CR, 1d8 C + 1d8 per CR); bewildering breath (see below); moonsilver (see below); spell-like abilities (CR 8+); spaceflight.

Bewildering Breath (Su): A creature that fails its save against a lunar dragon's breath weapon is dazzled for 1d4 rounds.

Moonsilver (Ex): A lunar dragon's natural weapons are treated as silver for the purpose of overcoming damage reduction.

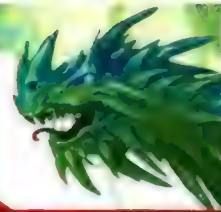
Solar Dragon Template Graft (CR 3+)

Solar dragons believe themselves to be the originators of light and life in the universe.

Required Creature Type and Subtype: Dragon (fire).

Suggested Alignment: Lawful neutral.

Traits: Blindsense (vibration) 60 feet; darkvision 120 feet; see in darkness; alien presence (CR 10+; 60 feet + 10 feet per CR; blinded 2d4 rounds); void adaptation; **DR** 5/magic (CR 13+; increase to **DR** 10/magic at CR 15, **DR** 15/magic at CR 17, **DR** 20/magic at CR 19); breath weapon (line 30 feet + 10 feet per 2 CR, 1d10 F + 1d10 per CR); spell-like abilities (CR 8+); channel life (see page 43); solar adaptation; spaceflight.



DRAGON,
OUTER

Channel Life (Su): A solar dragon can use a healer mystic's healing channel connection power, treating its CR as its mystic level. The dragon need not spend a Resolve Point to use this ability, but it can use this ability only a number of times per day equal to 3 + one-third its CR.

Time Dragon Template Graft (CR 3+)

Time dragons stand guard against all those who would disrupt the natural temporal order.

Required Creature Type: Dragon.

Suggested Alignment: Neutral.

Traits: Bonus to initiative checks equal to half its CR; blindsense (vibration) 60 feet; darkvision 120 feet; see in darkness; alien presence (CR 9+, 60 feet + 10 feet per CR, staggered 2d4 rounds); void adaptation; DR 5/magic (CR 11+; increase to DR 10/magic at CR 13, DR 15/magic at CR 15, DR 20/magic at CR 17); immunity to cold and staggered; breath weapon (cone 15 feet + 5 feet per 2 CR, 1d10 E + 1d10 per CR); spell-like abilities (CR 7+); immortal (see below); spaceflight.

Immortal (Ex): Time dragons age, but they don't die from old age.

Void Dragon Template Graft (CR 3+)

Ancient and terrible entities that dwell outside of space have driven many void dragons beyond reason, and now they do nothing but feed and destroy.

Required Creature Type: Dragon.

Suggested Alignment: Neutral evil.

Traits: Blindsense (vibration) 60 feet; darkvision 120 feet; see in darkness; alien presence (CR 10+, 60 feet + 10 feet per CR, sickened 2d4 rounds); void adaptation; DR 5/magic (CR 13+; increase to DR 10/magic at CR 15, DR 15/magic at CR 17, DR 20/magic at CR 19); immunity to cold, confusion, and insanity; breath weapon (cone 15 feet + 5 feet per 2 CR, 1d8 C + 1d8 per CR); obliterate (CR 7+; see below); suffocating breath (CR 5+; see below); spell-like abilities (CR 8+); spaceflight.

Obliterate (Su): A creature that is reduced to 0 Hit Points by a void dragon's bite attack must spend 1 Resolve point or be immediately slain and reduced to dust.

Suffocating Breath (Su): Instead of a cone of cold, a void dragon can breathe a 30-foot cone of energy that suffocates those it touches. Air-breathing creatures within the cone must succeed at a Fortitude save or begin attempting Constitution checks to avoid suffocation (*Starfinder Core Rulebook* 404), even if they have environmental protections.

An affected creature can attempt a new Fortitude saving throw at the beginning of each turn to shake off this effect and regain its air supply.

Vortex Dragon Template Graft (CR 3+)

Masters of spaceflight, vortex dragons sometimes serve as emissaries for the most powerful of galactic entities.

Required Creature Type and Subtype: Dragon (fire).

Suggested Alignment: Lawful neutral.

Traits: Blindsense (vibration) 60 feet; darkvision 120 feet; see in darkness; alien presence (CR 9+, 60 feet + 10 feet per CR, off-target 2d4 rounds); void adaptation; DR 5/magic (CR 11+; increase to DR 10/magic at CR 13, DR 15/magic at CR 15, DR 20/magic at CR 17); breath weapon (cone 15 feet + 5 feet per 2 CR, 1d8 F + 1d8 per CR); spell-like abilities (CR 7+); galactic emissary (see below).

Galactic Emissary (Su): This functions as the spaceflight universal creature rule, except the vortex dragon automatically succeeds at checks to navigate and its travel times are halved.



DREAMER



DREAMER
CR 8
XP 4800

DREAMER

CR 8

XP 4,800

N Large aberration

Init +1; Senses darkvision 60 ft.; Perception +16

DEFENSE

HP 105 RP 4

EAC 19; KAC 20

Fort +7; Ref +7; Will +13

Defensive Abilities amorphous, lulling thoughts

OFFENSE

Speed fly 30 ft. (Ex, average)

Melee tentacle +15 (1d12+12 A & B plus synesthesia)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 8th)

1/day—slow (DC 20), synaptic pulse (DC 20)

3/day—augury, daze monster (DC 19), mind thrust
(2nd level, DC 19)At will—detect thoughts (DC 18),
mindlink

STATISTICS

Str +4; Dex +1; Con +0; Int -2; Wis +6; Cha +2

Skills Acrobatics +16, Mysticism +21

Languages Brethedan; telepathy 100 ft.

Other Abilities atavistic fury

ECOLOGY

Environment any sky (Liavara)

Organization solitary, pair, or flotilla (3-5)

SPECIAL ABILITIES

Atavistic Fury (Ex) When a Dreamer is reduced to fewer than half its total Hit Points, it angrily awakens from its normal somnambulant state with a roar of psychic fury, at which point each non-Dreamer creature within 30 feet must succeed at a DC 18 Will save or become shaken for 2d4 rounds. This is a mind-affecting effect.

While it remains in its atavistic fury, the Dreamer gains a +2 bonus to melee attack and damage rolls and saving throws, and the save DC for its synesthesia ability increases by 2. While in this state of atavistic fury, a Dreamer cannot use its spell-like abilities. This state lasts for 1 minute, after which the Dreamer is fatigued for 1 hour.

Lulling Thoughts (Su) A Dreamer's mind echoes with songs drawn from a planet's fundamental vibrations, causing any creature that attempts to read its thoughts or use a mind-control or telepathic effect against it to become fascinated for 1d4+1 rounds (Will DC 18 negates). This is a mind-affecting effect.

Synesthesia (Su) When a Dreamer hits with its tentacle attack, it exposes its target to a focused blast of sensory overstimulation. The target can attempt a DC 18 Will save to negate the effect; if successful, it is off-target for 1 round. On a failed save, the target's overloaded senses interfere with one another, such that sound is perceived as a swath of color, smells register as various sounds, and so on. The affected creature's speeds are halved, and it takes a -4 penalty to AC, attack rolls, Reflex saves, and skill checks. These effects last for 1d4 rounds, and further applications of this ability increase the duration. This is a mind-affecting effect.

Long before the Gap, the barathus of the gas giant Bretheda were sailing the stars within the enormous spacelane creatures known as oma. One of their first destinations within the star system was their nearest neighbor, the peach-colored gas giant known as Liavara, and these pioneering barathus found the placid skies much to their liking. But something within Liavara's composition affected the visiting barathus deeply, and the wheeling and trilling so common to the species took on a new and unique psychic significance. Over an

astonishingly short span of time, at least on an evolutionary scale, these barathus underwent profound mental and physical changes. Their abilities to adapt and merge dwindled and ultimately vanished, and their intellect diminished even as their psychic prowess burgeoned. The Dreamers became psychically sensitive in ways their barathu progenitors could have never predicted.

By the time the second oma-ship of barathus arrived in Liavara's skies, the first arrivals had become markedly different from the entities they once were: nearly feral, silent save for their crooning songs, seemingly oblivious to their surroundings, and yet commanding unparalleled powers of divination. Rather than renouncing their wayward kin, the barathus embraced them, calling them "Dreamers" due to their somnambulant behavior. Ever since, barathus have regarded their Dreamer cousins with a mix of reverence and protectiveness, an attitude that ultimately led to the barathus' insistence upon administering Liavara as a protectorate within the Pact Worlds. This political status persists to this day, as the barathus continue to do everything in their power to protect the Dreamers.

Whether the Dreamers recognize or understand their progenitors' attitudes toward them is unknown. Left to their own among Liavara's gentle clouds, the Dreamers wheel and dance through the skies, mewling incomprehensible songs that nevertheless carry profound psychic power. While ancient pre-Gap records indicate that the Dreamers' songs once predicted future events with unerring accuracy, their predictions are now less precise—though no less portentous. Even those who make only a passing study of Dreamers' songs realize that the creatures continue to prophecy some monumental event to come; the lack of detail, however, leaves open questions of the nature of the event, its timing, and whether it will be for good or ill. Some more pessimistic denizens of the Pact Worlds grumble that the Dreamers simply babble nonsense with no real clairvoyance to support their claims. These naysayers are in the minority, though—most Pact Worlders believe and wildly speculate what significant future event the Dreamers might have sensed.

Dreamers pay little heed to their surroundings and other creatures. Even Dreamers within a single flotilla seem to ignore one another, though their flights through Liavara's clouds weave complex but seemingly instinctive patterns. Those creatures that come to Liavara as supplicants to the Dreamers gain no special treatment; the fact that some such petitioners eventually manifest psychic abilities may simply be a result of exposure to the same phenomenon that converted the Dreamers into what they now are. Nonetheless, this occasional happening has earned the Dreamers a reputation among some in the Pact Worlds as the bestowers of psychic sensitivity, and increasing numbers



DREAMER

of pilgrims have visited Liavara in recent years to search for these peaceful, floating sages.

A Dreamer's defenses are almost entirely autonomic, but when seriously injured, a Dreamer erupts into a furious rage with a debilitating psychic blast. Shortly after such an outburst, however, the Dreamer slips back into its dreamlike trance as if nothing out of the ordinary had happened. Even so, the creatures' barathu protectors are likely to arrest anyone they find harassing a Dreamer and sentence them to one of Bretheda's prison moons. Barathus are eminently protective over the Dreamers, as their existence is both an artifact of both their home world and their culture.

SYNESTHETIC ITEMS

As Dreamers are generally protected by their barathu kin and Liavara's administrators, only a few researchers have managed to study the creatures' peculiar synesthetic abilities, for the most part surreptitiously and with the intent to monetize their discoveries, despite Liavarans' best attempts to discourage these practices. These less-than-lofty aims have resulted in a few widespread applications: a drug known as dreamsnuff and the synesthetic weapon fusion. Details of both are found below.

DREAMSNUFF

LEVEL 0

Type drug (inhaled); **Save** Fortitude DC 18; **Addiction** Will DC 18 (mental); **Price per Dose** 1,500

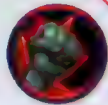
Track Charisma; **Effect** +4 morale bonus to Perception checks and saves against mind-affecting effects for 1 hour.

SYNESTHETIC WEAPON FUSION

LEVEL 0

A weapon with the synesthetic fusion carries a trace of the Dreamers' psychic energies. When you score a critical hit using a weapon with this fusion, the target must succeed at a Will save or the distinctions between its senses begin to blur in a particularly disorienting fashion. For 1d3 rounds, the affected creature's speeds are halved and it takes a -4 penalty to attack rolls, AC, Reflex saves, and skill checks. A creature affected by a synesthetic weapon is immune to this effect from the same weapon for 24 hours. This is a mind-affecting effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the synesthetic effect.

DUST MANTA



DUST MANTA
CR 6
XP 2,400

DUST MANTA
MONARCH
CR 12
XP 19,200

DUST MANTA

CR 6

XP 2,400

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, sense through (vision [sand only]); **Perception** +13

DEFENSE

HP 90

EAC 18; KAC 20

Fort +10; Ref +10; Will +5

Defensive Abilities desert hide; DR 5/—; **Resistances** fire 5

OFFENSE

Speed 15 ft., burrow 80 ft.

Melee stinger +17 (1d8+9 P plus dust manta toxin)

Space 10 ft.; Reach 10 ft.

Offensive Abilities burrowing charge, sand spit

STATISTICS

Str +3; Dex +5; Con +2; Int -1; Wis +1; Cha +0

Skills Acrobatics +13, Athletics +13,
Stealth +18

ECOLOGY

Environment warm deserts

Organization solitary, pair, pod (3–8), or fever (3–8 dust mantas plus 1 dust manta monarch)

SPECIAL ABILITIES

Burrowing Charge (Ex) A dust manta can leap into action at breathtaking speed. A dust manta that takes the charge action using its burrow speed doesn't take the normal charge penalties to its attack roll or its AC, and its target must succeed at a DC 14 Perception check or the target is flat-footed against the attack.

Desert Hide (Ex) A dust manta's tough, sand-colored hide protects it against the dangers of the desert, granting it DR 5/— and resistance to fire 5. In addition, if a dust manta is at least halfway buried in sand or any fine, similarly colored substance, it can attempt a Stealth check to hide as if it had cover or concealment.

Sand Spit (Ex) As a standard action, a dust manta can spew sand at its foes in a 30-foot cone. Each creature in the area must succeed at a DC 14 Reflex save or become blinded for 1 round.

DUST MANTA TOXIN

Type poison (injury); **Save** Fortitude DC 14

Track Strength; **Frequency** 1/round for 6 rounds

Effect At the dead state, the victim's body disintegrates into dust. A creature that dies as a result of dust manta toxin can only be brought back to life by spells such as *miracle*, *wish*, or another similarly powerful effect.

Cure 1 save

DUST MANTA MONARCH

CR 12

XP 19,200

N Huge magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, sense through (vision [sand only]);

Perception +22

Aura sandstorm (120 ft., DC 19)

DEFENSE

HP 200

EAC 26; KAC 28

Fort +16; Ref +16; Will +11

Defensive Abilities enhanced desert hide; DR 10/—; **Resistances** fire 10

OFFENSE

Speed 15 ft., burrow 80 ft.

Melee stinger +26 (6d4+17 P plus greater dust manta toxin)

Multiattack 3 stingers +20 (3d6+17 P plus greater dust manta toxin)

Space 15 ft.; Reach 15 ft.

Offensive Abilities burrowing assault

STATISTICS

Str +5; Dex +8; Con +4; Int +0; Wis +3; Cha +0

Skills Acrobatics +22, Athletics +22, Stealth +27

ECOLOGY

Environment warm deserts

Organization solitary, pair, or fever (1 dust manta monarch plus 3–8 dust mantas)

SPECIAL ABILITIES

Burrowing Assault (Ex) A dust manta monarch that takes the charge action using its burrow speed can make a full attack at the end of its movement instead of a single melee attack. It doesn't take the normal charge penalties to its attack rolls or its AC, and its targets must succeed at a DC 19 Perception check or they are flat-footed against the attacks.

Enhanced Desert Hide (Ex) A dust manta monarch has a tougher hide than that of a typical dust manta, granting it DR 10/— and resistance to fire 10. In addition, if a dust manta monarch is at least halfway buried in sand or any fine, similarly colored substance, it can attempt a Stealth check to hide as if it had cover or concealment.

Sandstorm Aura (Su) A dust manta monarch kicks up a



DUST MANTA HIDE (LIGHT ARMOR)

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Dust manta hide, basic	6	5,150	+5	+7	+5	—	—	0	L
Dust manta hide, advanced	12	43,250	+15	+16	+6	—	—	0	L

magical localized sandstorm that provides concealment to anyone in a 120-foot-radius area around the dust manta monarch. The sandstorm also produces severe wind, imposing a -4 penalty to attack rolls with kinetic ranged weapons. Any creature in the area without environmental protections must hold its breath or risk suffocation (*Starfinder Core Rulebook* 404). Dust mantas and dust manta monarchs are immune to this effect, and their sense through ability allows them to ignore concealment caused by the sandstorm.

GREATER DUST MANTA TOXIN

Type poison (injury); **Save** Fortitude DC 19

Track Strength; **Frequency** 1/round for 6 rounds

Effect At the dead state, the victim's body disintegrates into dust. A creature that dies as a result of greater dust manta toxin can only be brought back to life by spells such as *miracle*, *wish*, or another similarly powerful effect.

Cure 1 save

On desert worlds throughout the galaxy, strange, ray-like creatures make their home in sand flats and dunes, moving through the terrain as if through liquid. On the tidally locked Verces in the Pact Worlds, these terrors are known as dust mantas, and they reside in the eternal sunlight of the planet's Fullbright hemisphere. Those who observe dust mantas from afar might presume them to be peaceful creatures with an idyllic life, but scientists and adventurers who approach them without knowledge of their brutal ways often find this to be the last mistake they ever make.

Dust mantas closely resemble giant versions of common rays, with a beige coloration that allows them to blend in to their sandy surroundings and a nasty-looking tail capable of injecting a horrific toxin. Dust mantas burrow through sand as easily as their aquatic counterparts glide through water, which allows them to quickly close the distance to their prey. They attack with their stingers, injecting

a dangerous toxin that quickly breaks the victim's body down to dust; dust mantas are filter feeders, and they rely on this toxin to disintegrate food sources into filterable particles. To dust mantas, dissolving prey in this way is not cruel, but simply a matter of everyday survival. In Fullbright, dust mantas gravitate toward areas in which they can find prey, most notably the Outcast Peaks and the shirren colonies in the Temora Desert. Dust mantas are also known to frequent the Oasis Temples scattered across the desert, awaiting travelers who seek those lush and verdant anomalies.

The average dust manta stretches 10 feet across and weighs 1 ton.

On rare occasions, a dust manta can develop into the larger and more ferocious dust manta monarch. These enormous rays have three tails that allow them to inflict massive damage, as well as a more potent toxin when they deliver their deadly stings. Dust manta monarchs can create localized dust storms that choke and blind those creatures unlucky enough to be caught within, making it easier for the dust manta monarch and any accompanying dust mantas to ambush their unfortunate prey. When food is scarce, a single monarch might roam the desert with a pack of smaller dust mantas, scaring up enough prey to feed the whole fever.

The typical dust manta monarch stretches 20 feet across and weighs 8 tons.

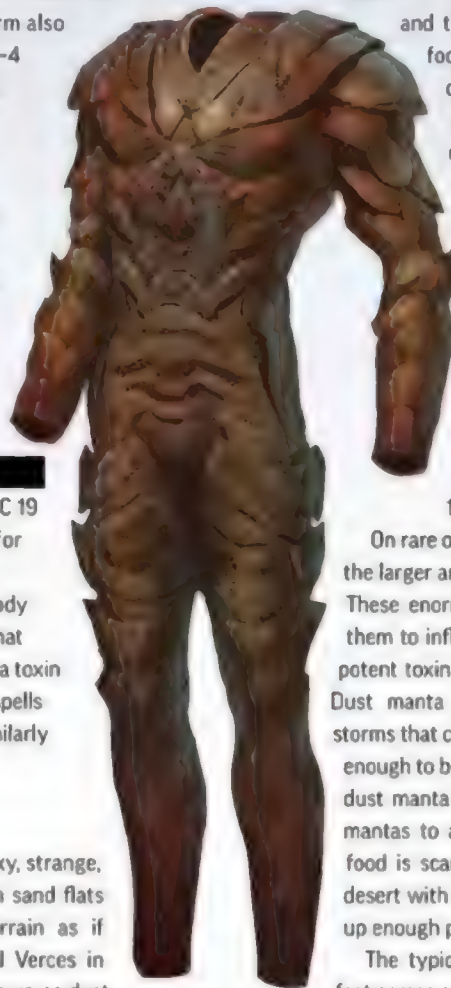
DUST MANTA HIDES

In Fullbright, some brave—or perhaps foolish—game hunters in the Outlaw Kingdoms pursue dust mantas for their desert-adapted hides, despite the inherent danger in doing so. Those fortunate enough to survive their hunts craft suits of light armor from the hides, using nanocarbon filaments to stitch the armor together.

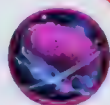
The basic dust manta hide grants resistance to fire 5, and the advanced dust manta hide, fashioned from a dust manta monarch, grants resistance to fire 10. Both models also grant a +4 circumstance bonus to Stealth checks to hide in a desert environment.



DUST MANTA



EMBRI



EMBRI
CR 3
XP 800



EMBRI SPEAKER
CR 10
XP 9,600

EMBRI CR 3

XP 800

LE Medium aberration

Init +4; Senses darkvision 60 ft.; Perception +8

DEFENSE HP 35

EAC 14; KAC 15

Fort +2; Ref +2; Will +8; +2 vs. enchantment

Immunities charm

Weaknesses masked emotions

OFFENSE

Speed 30 ft.

Melee claw +7 (1d4+5 S)

Ranged tactical crossbolter +9 (1d10 P)

STATISTICS

Str +2; Dex +0; Con +4; Int +1; Wis +0; Cha +0

Skills Athletics +13, Computers +13, Engineering +8,

Sense Motive +13, Stealth +8

Languages Common, Embri

Gear tactical crossbolter with 10 arrows, *hivemask* (see page 49)**ECOLOGY**

Environment any (Embri)

Organization solitary, unit (2-10), or coterie (4-15 plus 1 embri Speaker)

SPECIAL ABILITIES**Masked Emotions (Ex)** An

embri loses its immunity to charm effects and its +2 racial bonus to saving throws against enchantment spells and effects when it isn't wearing a mask over its face. In addition, while unmasked, it must roll twice for any Sense Motive check it attempts and take the lower result.

EMBRI SPEAKER CR 10

XP 9,600

Embri mystic

LE Medium aberration

Init +4; Senses darkvision 60 ft.; Perception +19

DEFENSE HP 140 RP 5

EAC 22; KAC 23

Fort +9; Ref +9; Will +15; +2 vs. enchantment

Immunities charm

Weaknesses masked emotions

OFFENSE

Speed 30 ft.

Melee claw +16 (2d8+10 S) or

buzzblade dueling sword +16 (2d6+10 S)

Ranged aphelion laser pistol +18 (3d4+10 F; critical burn 1d4)

Offensive Abilities echoes of obedience, greater forced amity (DC 21), inexplicable commands

Mystic Spell-Like Abilities (CL 10th)

At will—*mindlink***Mystic Spells Known** (CL 10th)4th (3/day)—*confusion* (DC 22), *mind thrust* (DC 22)3rd (6/day)—*dispel magic*, *slow* (DC 21), *suggestion* (DC 21), *tongues*2nd (at will)—*hold person* (DC 20), *inflict pain* (DC 20)

Connection overlord

STATISTICS

Str +0; Dex +0; Con +3; Int +0; Wis +8;

Cha +5

Skills Diplomacy +19, Intimidate +24,

Mysticism +24, Sense Motive +24

Languages Common, Embri, Infernal

Gear platinum AbadarCorp travel suit, aphelion laser pistol with 2 high-capacity batteries (40 charges each), buzzblade dueling sword with 1 battery (20 charges), *hivemask* (see page 49)

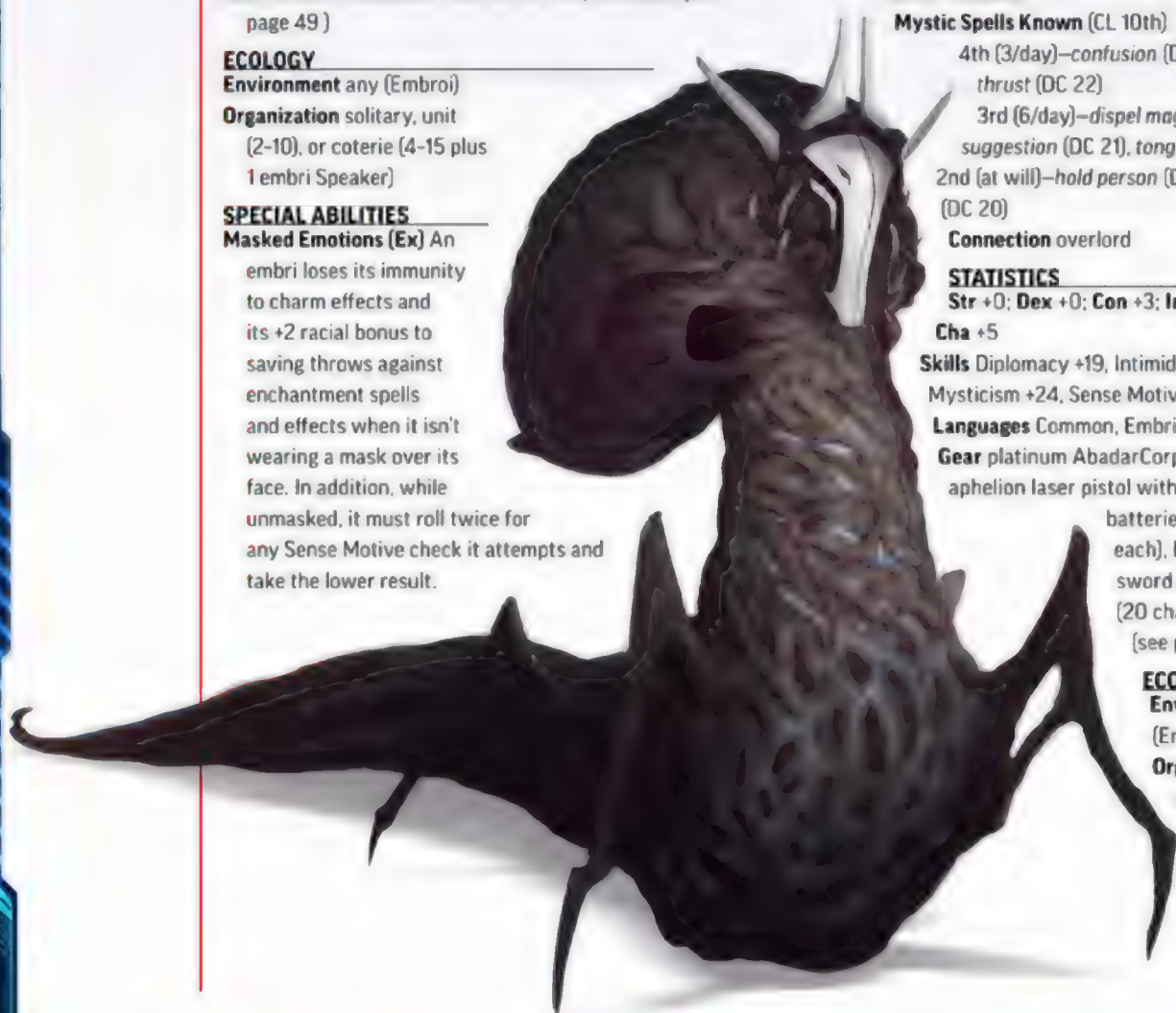
ECOLOGY

Environment any (Embri)

Organization solitary or coterie (1 plus 4-15 embri)

SPECIAL ABILITIES

Masked Emotions (Ex) See above.



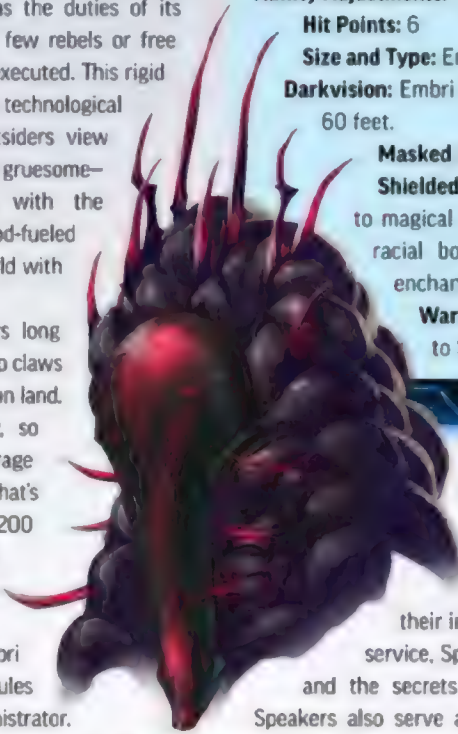
The embri are highly evolved mollusks with an exceptionally rigid social order. Every embri knows its place among the hierarchy of embri society and performs the duties of its station without complaint. The society's few rebels or free thinkers, when discovered, are exiled or executed. This rigid order has allowed embri society to excel in technological and magical development, although outsiders view embri creations as soulless or downright gruesome—their vast, fiery factory-forges ring with the rhythmic clang of machinery, and blood-fueled vermicular vessels heave across their world with peristaltic contractions.

Embri evolved from aquatic ancestors long ago, and their four strong limbs have sharp claws at the end allowing them to walk upright on land. These claws have significant flexibility, so embri can use tools and weapons. The average embri is 4 feet tall with a trailing tail that's slightly longer, and most weigh around 200 pounds. Embri reproduce asexually, and while they once would bud young based on the seasons of their home world, budding is now rigidly controlled by embri bureaucracy and allowed only on schedules set by the office of the spawning administrator. Young embri are raised in institutional academies where they're trained to be diligent and compliant and are rewarded for informing on classmates who demonstrate deviant thinking or "anomalous independence."

Embri have a highly developed brain-sac at the top of their heads, and their faces consist of two small, closely set eyes above a slit that functions as a combination of nose and ears—they exhale from this orifice to produce a whistling speech. Embri mouths are used solely for eating and are tucked away on the underside of their bodies. Embri consider eating a private, embarrassing function, and they are repulsed at how openly and communally other races eat.

Culturally, embri long ago mastered social conditioning to eliminate all displays of emotion; they consider expressiveness to be barbaric, and the occasional embri who shows feelings openly is considered primitive and dangerous. As a side effect of keeping their own feelings in check, embri easily pick up on signs of emotions. To prevent inadvertent displays of emotion, embri wear ornate masks. These masks also denote social standing, civic responsibilities, and other designators that allow embri to immediately assess one another by sight. Embri wear their masks at all times, even when sleeping, and to be without a mask is a profound embarrassment—it evidences a gross exposure of an embri's thoughts and feelings, rendering it unable to effectively protect its own emotions and too distracted to effectively read the expressions of others.

Few embri realize their rigid social hierarchy is controlled by the forces of Hell—scheming devils direct all embri activities from the secret tunnels beneath the mollusks' home world.



RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Int, -2 Cha

Hit Points: 6

Size and Type: Embri are Medium aberrations.

Darkvision: Embri have darkvision with a range of 60 feet.

Masked Emotions: See page 48.

Shielded Thoughts: Embri are immune to magical charm effects and receive a +2 racial bonus to saving throws against enchantment spells and effects.

Wary: Embri gain a +2 racial bonus to Sense Motive checks.

These dictates are conveyed by the small group of embri, known as Speakers, who communicate with the devils directly and enact their infernal designs. In exchange for this service, Speakers are granted magical powers and the secrets of diabolical manipulation. Some Speakers also serve as diplomats and envoys from the embri to the Pact Worlds. In these roles, they both shield their people from dangerously individualistic thinking and extend their masters' designs to the rest of the galaxy. Speakers usually travel with a coterie of devoted embri servants who, in their uniquely expressionless way, idolize the Speaker as a celebrity.

The diabolic taint on embri society is pervasive, yet subtle. For example, the embri language now contains several Infernal words and phrases, and though embri shun symbols of deific obedience as an overemotional expression of connection to the divine, stylized iconography of infernal origin features prominently in modern embri architecture.

HIVEMASKS

Many embri work hard to afford masks with magical abilities. In addition to the ordinary functions of displaying social status and shielding an embri's emotions, these masks provide additional abilities to embri wearing them. One of the most common of these masks is the *hivemask*.

HIVEMASK

LEVEL 3

MAGIC ITEM (WORN) PRICE 1,400

BULK 1

As a move action when wearing a *hivemask*, you can learn the location of each other worn *hivemask* within 100 feet and can use your vision to see through any one of those masks. You can see through another mask for as long as you'd like, but you must take a move action each round to do so. While extending your vision to another *hivemask*, you are blinded and flat-footed.

EMOTIVORE



EMOTIVORE
CR9
XP 6,400

EMOTIVORE
MASTERMIND
CR17
XP102,400

EMOTIVORE

CR 9

XP 6,400

NE Medium undead (shapechanger)

Init +3; Senses blindsense (emotion) 60 ft., darkvision 60 ft., low-light vision; Perception +17

DEFENSE

HP 120

EAC 21; KAC 22

Fort +8; Ref +8; Will +12

DR 5/magic; Immunities undead immunities; Resistances cold 5



DEFENSE

Speed 30 ft., fly 30 ft. (Su, perfect)

Melee claw +16 (3d4+9 S; critical shaken [see text])

Ranged hailstorm-class zero pistol +16 (2d6+9 C; critical staggered [DC 18])

Offensive Abilities feed

Spell-Like Abilities (CL 9th)

At will—detect thoughts (1st level, DC 18), holographic image (DC 18), mind thrust (1st level, DC 18)

STATISTICS

Str +0; Dex +3; Con —; Int +1; Wis +4; Cha +6

Skills Acrobatics +17 (+25 to fly), Bluff +22, Culture +17,

Diplomacy +17, Intimidate +17, Sense Motive +17, Stealth +17

Languages Common; truespeech

Other Abilities change shape (Medium or Small humanoid), emotionsense, unliving

Gear d-suit III, hailstorm-class zero pistol with 2 high-capacity batteries (40 charges each)

ECOLOGY

Environment any

Organization solitary, pair, or clique (3–6)

SPECIAL ABILITIES

Change Shape (Su) As a standard action, an emotivore can assume the shape of any Medium or Small humanoid, including specific individuals.**Emotionsense (Su)** An emotivore constantly reads the surface emotions of creatures, providing the emotivore its blindsense. A creature can avoid detection by succeeding at a DC 27 Bluff check, but a creature under the influence of an emotion effect can't avoid detection. Creatures affected by *nondetection* or similar effects automatically avoid detection. The emotivore can use this ability to focus on a creature it's aware of, and if the creature fails a DC 18 Will saving throw, the emotivore learns that target's desires, fears, and weaknesses, as well as its general disposition and attitude toward creatures within 30 feet of it. A creature's weaknesses include physical vulnerabilities and inabilities. Unless otherwise stated, constructs and creatures with Intelligence scores of 2 or lower don't have emotions and can't be sensed this way.**Feed (Su)** An emotivore can feed on a creature affected by the confused, cowering, fascinated, frightened, nauseated, panicked, shaken, or sickened conditions. To do so, the emotivore must make contact with the target by touching it (targeting an unwilling creature's EAC), hitting the target with a claw attack, or casting *mind thrust* on the target (which must also fail the Will save against the spell). If the emotivore's attempt succeeds, the target must succeed at a DC 18 Will saving throw or gain 1 temporary negative level. Upon imposing a negative level, the emotivore regains 10 Hit Points or gains 10 temporary Hit Points. If the emotivore



dealt no damage when using this ability, feeding also subjects the target to a *suggestion* spell (Will DC 18 negates) asking the target to accept the emotivore's touch again. An emotivore can gain a number of temporary Hit Points in this way equal to one-quarter of its maximum Hit Points (usually 30). Every 24 hours, an emotivore who has temporary Hit Points loses 10 of them. An emotivore who lacks temporary Hit Points usually seeks to feed.

Shaken (Su) On a critical hit, an emotivore's claws can render a target shaken for 1d4 rounds (DC 18 Will save negates).

EMOTIVORE MASTERMIND CR 17

XP 102,400

Emotivore mystic

NE Medium undead (shapechanger)

Init +5; **Senses** blindsense (emotion) 60 ft., darkvision 60 ft., low-light vision; **Perception** +29

DEFENSE

HP 285 RP 6

EAC 30; KAC 31

Fort +15; **Ref** +15; **Will** +20

Defensive Abilities share pain (DC 26); **DR** 10/magic;

Immunities undead immunities; **Resistances** cold 15

OFFENSE

Speed 30 ft., fly 30 ft. (Su, perfect)

Melee claw +28 (8d6+17 S; critical shaken [see text])

Ranged banshee sonic pistol +28 (4d8+17 So; critical deafen [DC 24])

Offensive Abilities backlash (17 damage), feed, mental anguish (DC 26), mindbreaking link (DC 26), mindkiller (DC 26), sow doubt (DC 26, 8 rounds)

Mystic Spell-Like Abilities (CL 17th)

At will—*mindlink*, *telepathic bond*

Mystic Spells Known (CL 17th; ranged +28)

6th (3/day)—*snuff life* (DC 26), *telepathic jaunt*

5th (6/day)—*feeblemind* (DC 25), *greater synaptic pulse* (DC 25), *modify memory* (DC 25)

4th (at will)—*confusion* (DC 24), *enervation* (DC 24), *fear* (DC 24)

Connection mindbreaker

Spell-Like Abilities (CL 17th)

At will—*detect thoughts* (DC 21), *holographic image* (3rd level; DC 23), *mind thrust* (3rd level; DC 23)

STATISTICS

Str +0; **Dex** +5; **Con** —; **Int** +3; **Wis** +8; **Cha** +11

Skills Acrobatics +29 (+37 to fly), Bluff +34, Culture +29, Intimidate +29, Mysticism +34, Sense Motive +29

Languages Common; *truespeech*

Other Abilities change shape (Medium or Small humanoid), emotionsense, unliving

Gear bespoke echelon fashion, banshee sonic pistol with 2 super-capacity batteries (80 charges each)

ECOLOGY

Environment any

Organization solitary, pair, or cabal (1 plus 2–6 emotivores)



SPECIAL ABILITIES

Change Shape (Su) See page 50.

Emotionsense (Su) See page 50 (Bluff DC 39, Will DC 22).

Feed (Su) See page 50 (Will DC 22; up to 70 temporary Hit Points). In addition, the emotivore mastermind can use the *enervation* spell to feed if the spell affects a creature already subjected to strong emotions.

Shaken (Su) See above.

Emotivores are undead that come into being when someone dies in the throes of intense feelings, especially among a large group of people experiencing similar emotions. An emotivore can take on a variety of anthropoid shapes, but its true form is a gaunt version of the creature whose death triggered its birth.

An emotivore manipulates and deceives to evoke feelings it can psychically feed upon. It chooses its appearance based on information it gleans from potential victims, assuming a shape that evokes a passionate response.

EMOTIVORE TEMPLATE GRAFT (CR 7+)

This creature's unnatural abilities allow it to feed on emotions.

Required Creature Type: Undead (shapechanger).

Required Array: Spellcaster.

Traits: Blindsense (emotion) 60 ft., emotionsense (see page 50); DR 5/magic (at CR 11, increase to DR 10/magic); resistance 5 to cold (increase to 10 at CR 11; increase to 15 at CR 15); claws (standard melee damage for CR, plus shaken critical hit effect [see above]); feed (see page 50); spell-like abilities (CR 5+; at will; *detect thoughts*, *holographic image* [level = CR/5], *mind thrust* [level = CR/5]; Bluff as a master skill; change shape (see page 50).

Suggested Ability Score Modifiers: Dexterity, Wisdom, Charisma.

FORMIAN

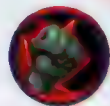


**FORMIAN
TASKMASTER**
CR 7
XP 3,200

FORMIAN TASKMASTER**CR 7**

XP 3,200

LN Medium monstrous humanoid

Init +2 (+6 with hive mind); **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; **Perception** +14 (+18 with hive mind)**DEFENSE****HP 90****EAC** 18; **KAC** 19**Fort** +6; **Ref** +8; **Will** +12**Resistances** sonic 10**OFFENSE****Speed** 40 ft.**Melee** stinger +12 (1d8+8 P plus taskmaster toxin)**Ranged** thunderstrike streetsweeper +14 (1d10+7 So; critical knockdown)**Spell-Like Abilities** (CL 7th; ranged +14)
1/day—*suggestion* (DC 20), *tongues*

**FORMIAN
MYRMARCH**
CR 10
XP 9,600

3/day—*daze monster* (DC 19), *force blast* (DC 19), *hurl forcedisk*, *mystic cure* (2nd level)At will—*charm person* (DC 18), *mindlink***STATISTICS****Str** +1; **Dex** +2; **Con** +1; **Int** +2; **Wis** +5; **Cha** +4**Skills** Diplomacy +19, Profession (merchant) +19, Sense Motive +14**Feats** Combat Casting**Languages** Common; telepathy 120 ft.**Other Abilities** hive mind, mental motivation**Gear** thunderstrike streetsweeper with 2 high-capacity batteries (40 charges each)**ECOLOGY****Environment** any land or underground (Castrovel)**Organization** solitary, exchange (2–6), work crew (1 plus 6–12 formian workers), or band (1 plus 3–15 formian workers and 5–8 formian warriors)**SPECIAL ABILITIES**

Hive Mind (Ex) Formians operate from a shared hive intelligence that allows them to communicate nearly instantaneously. While within telepathic range of at least one other formian with this ability, a formian gains a +4 bonus to initiative and to Perception checks. If one formian is aware of a combatant, all members of the hive mind within range are aware of it, and a member of the hive mind cannot be surprised unless all members within range are surprised. If one member of the hive mind succeeds at a Will save to disbelieve an illusion effect, all members of that hive mind within telepathic range also disbelieve the effect.

Mental Motivation (Su) As a move action, a taskmaster can inspire all other formians from the same hive within range of its telepathy, granting them a +2 morale bonus to attacks, skill checks, and saves against charm and fear effects for 1 minute. A creature can be affected by only one taskmaster's mental motivation ability at a time.

TASKMASTER TOXIN**Type** poison (injury); **Save** Fortitude DC 17**Track** Dexterity; **Frequency** 1/round for 6 rounds**Cure** 1 save**FORMIAN MYRMARCH****CR 10**

XP 9,600

LN Large monstrous humanoid

Init +3 (+7 with hive mind); **Senses**

blindsense (scent) 30 ft., darkvision 60 ft.;

Perception +19 (+23 with hive mind)**DEFENSE****HP 165****EAC** 23; **KAC** 25**Fort** +12; **Ref** +14; **Will** +11**Resistances** sonic 10

FORMIAN PLATE (HEAVY ARMOR)

Armor Model	Level	Price	EAC Bonus	KAC Bonus	Maximum Dex. Bonus	Armor Check Penalty	Speed Adjustment	Upgrade Slots	Bulk
Formian plate, worker	2	480	+3	+6	+1	-3	-5 ft.	0	3
Formian plate, warrior	4	1,830	+5	+8	+1	-3	-5 ft.	0	3
Formian plate, taskmaster	12	42,000	+16	+19	+3	-4	-10 ft.	1	3
Formian plate, myrmarch	19	557,000	+24	+27	+3	-4	-10 ft.	3	3

OFFENSE

Speed 50 ft.**Melee** sting +23 (2d10+18 P plus myrmarch toxin)**Multiattack** sting +17 (1d10+18 P plus myrmarch toxin), 2 claws +17 (1d10+18 S), bite +17 (1d10+18 P & S)**Ranged** LFD sonic rifle +20 (2d10+10 So; critical deafen [DC 17])**Space** 10 ft.; **Reach** 5 ft.**Spell-Like Abilities** (CL 10th; ranged +20)1/day—*enervation* (DC 18)3/day—*charm monster* (DC 17)At will—*status*

STATISTICS

Str +8; **Dex** +3; **Con** +5; **Int** +2;**Wis** +2; **Cha** +2**Skills** Diplomacy +24, Sense Motive +19, Stealth +19**Feats** Mobility**Languages** Common; telepathy 150 ft.**Other Abilities** hive mind, inspire hive**Gear** LFD sonic rifle with 2 high-capacity batteries (40 charges each)

ECOLOGY

Environment any land or underground (Castrovel)**Organization** solitary, team (2–4), platoon (1 plus 7–18 formian warriors and 6–12 formian workers), or royal guard (4 plus 12–20 formian warriors)

SPECIAL ABILITIES

Hive Mind (Ex) See page 52.**Inspire Hive** (Su) Once per day as a full action, a myrmarch can agitate the hive mind to empower all formian warriors and workers within range of its telepathy. For 10 minutes, each affected

creature gains a +4 morale bonus to attack rolls, saving throws, and skill checks, as well as immunity to fear effects and temporary Hit Points equal to twice the creature's CR. A creature can be affected by only one myrmarch's inspire hive ability at a time.

MYRMARCH TOXIN

Type poison (injury); **Save** Fortitude DC 17**Track** Dexterity; **Frequency** 1/round for 6 rounds**Effect** The victim is also off-target while affected by this poison.**Cure** 2 consecutive saves

Formian taskmasters and myrmarchs each serve highly specialized roles within their hive-organized species. Taskmasters are typically 5 feet tall and weigh 300 pounds, while myrmarchs average 8 feet in height and weigh around 1,200 pounds.

Formian taskmasters play a mercantile role and often represent formian interests abroad. Formian myrmarchs are almost never seen outside of the hive. These aristocratic members of formian culture are the queen's agents and advisors, generals of formian armies, and leaders of complex civic projects. They are deadly combatants, but their real power comes from their ability to elicit extraordinary performance from the entire hive.

FORMIAN PLATE ARMOR

The exoskeletons of deceased formians can be crafted into armor that retains some of these creatures' defenses. Taskmaster and myrmarch formian plate grant resistance to sonic 5.



FORMIAN

GARAGGAKAL



GARAGGAKAL
CR 5
XP 1,600

GARAGGAKAL
POLYMATH
CR 14
XP 38,400

GARAGGAKAL**CR 5****XP 1,600**

CE Medium outsider (extraplanar)

Init +5; **Senses** blindsight (emotion) 60 ft., darkvision 60 ft., sense through (emotion) 60 ft.; **Perception** +11**DEFENSE****HP 75 RP 4****EAC** 17; **KAC** 19**Fort** +7; **Ref** +7; **Will** +6**Immunities** radiation**Weaknesses** vulnerable to electricity**OFFENSE****Speed** 30 ft., fly 60 ft. (Su, perfect)**Melee** bite +12 (2d6+9 P)**Offensive Abilities** leech life (DC 13)**STATISTICS****Str** +2; **Dex** +5; **Con** +3; **Int** +1; **Wis** +2; **Cha** -2**Skills** Acrobatics +16 (+24 to fly), Athletics +11, Stealth +16, Survival +11**Languages** Garaggakal (can't speak any language); telepathy 100 ft.**Other Abilities** no breath, phase through**ECOLOGY****Environment** any (the Drift)**Organization** solitary**SPECIAL ABILITIES****Leech Life (Su)** As a standard action, a garaggakal can spend 1 Resolve Point to leech the life from one target within 30 feet. This deals 3d6 damage (Fortitude DC 13 half), and the garaggakal gains temporary Hit Points equal to the amount of damage dealt.**Phase Through (Su)** A garaggakal can momentarily shift out of phase with reality. As a full action, a garaggakal can spend 1 Resolve Point to phase through up to 15 feet of solid matter. If it attempts to phase through something that is more than 15 feet thick, the attempt fails, but the action and Resolve Points are still expended. A garaggakal cannot phase through force effects, such as force fields.**GARAGGAKAL POLYMATH****CR 14****XP 38,400**

CE Large outsider (extraplanar)

Init +8; **Senses** blindsight (emotion) 60 ft., darkvision 60 ft., sense through (emotion) 60 ft.; **Perception** +25**DEFENSE****HP 255 RP 5****EAC** 28; **KAC** 30**Fort** +16; **Ref** +16; **Will** +14**Immunities** radiation**Weaknesses** vulnerable to electricity**OFFENSE****Speed** 30 ft., fly 60 ft. (Su, perfect)**Melee** bite +28 (8d6+20 P plus analyzed strike)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** leech life (DC 20)**STATISTICS****Str** +6; **Dex** +8; **Con** +4; **Int** +3; **Wis** +4; **Cha** +0**Skills** Acrobatics +30 (+38 to fly),

Athletics +25, Stealth +30, Survival +25

Languages Garaggakal (can't speak any language); telepathy 100 ft.**Other Abilities** no breath, phase through**ECOLOGY****Environment** any (the Drift)**Organization** solitary**SPECIAL ABILITIES****Analyzed Strike (Ex)** A garaggakal polymath has



GARAGGAKAL

spent centuries analyzing the species it has encountered in the Drift, and it uses this knowledge to target its prey's most sensitive and vulnerable areas. Any creature that takes damage from the garaggakal's bite attack must succeed at a DC 20 Fortitude save or become off-kilter (in zero gravity) or off-target for 1 round (in gravity).

Leech Life (Su) As a standard action, a garaggakal polymath can spend 1 Resolve Point to leech the life from one target within 30 feet. This deals 14d6 damage (Fortitude DC 20 half), and the garaggakal gains temporary Hit Points equal to the amount of damage dealt.

Phase Through (Su) See page 54.

The Drift remains very much a mystery to explorers and scholars in the Pact Worlds, and scientists have only recently discovered life-forms native to it. The garaggakal, sometimes called a "Drift wraith" by those spacefarers fortunate enough to have survived an encounter with these predators, is one such species. A garaggakal is mostly humanoid in form, with rubbery, yellowish skin, translucent wings, and a long reptilian tail. A garaggakal's head is little more than a gaping, lamprey-like mouth filled with curved teeth. An average garaggakal has a 20-foot wingspan and stands around 8 feet tall, though its tail can more than double that length, and it weighs approximately 400 pounds. A garaggakal polymath can be 15 feet tall or more, weighing as much as 1,000 pounds.

Garaggakals freely roam the Drift on their diaphanous wings, hunting whatever living prey they can find. Garaggakals seem to divide all life into two categories: predators (such as themselves) and prey (everything else). To a garaggakal, the best way to learn more about a newly discovered species is to kill, dissect, and eat it—and not necessarily in that order.

Garaggakals are ambush predators. When a garaggakal encounters a living creature in the Drift, it stalks its prey, using stealth and its innate ability to phase through solid matter to approach undetected, before draining its victim's life force from a distance. Garaggakals have been known to stalk entire starships, phasing through a vessel's hull to hunt and feed on the crew inside.

When it comes time to reproduce, a garaggakal seeks out an area of intense radiation somewhere in the Drift, where it absorbs enough energy to undergo cytogenesis, literally creating new cells from the Drift's planar energies to "build" its offspring. Upon completion, the process results in a fully grown adult garaggakal.

Garaggakals increase in size and strength as they age. A garaggakal can live for centuries, growing to more than twice its normal adult size. Called garaggakal polymaths, these elder creatures have a burning curiosity that drives them on ever-longer journeys through the Drift.

LEECHING FUSION

The garaggakal's ability to leech life from its foes can be emulated with the following weapon fusion.

LEECHING WEAPON FUSION

LEVEL 8

The *leeching* weapon fusion gives a weapon the leech critical hit effect. When you score a critical hit with the weapon, if at least one target of the attack takes damage equal to the weapon's item level, you recover a number of Hit Points equal to the weapon's item level, in addition to any other critical hit effect. This healing restores Hit Point damage first, followed by Stamina Points. Any healing in excess of your Hit Point damage and Stamina Point damage is lost. Once you have benefited from this healing, you cannot benefit from the *leeching* fusion again until you take a 10-minute rest and expend 1 Resolve Point to regain Stamina Points.



GHORAN



**GHORAN
WORLD-TAMER**
CR 1
XP 400



**GHORAN
FLORA-SHAPER**
CR 6
XP 2,400

GHORAN WORLD-TAMER

CR 1

XP 400

Sapling ghoran operative

N Small plant

Init +5; Senses Perception +5

DEFENSE

EAC 11; KAC 12

Fort +1; Ref +4; Will +4

Defensive Abilities limited plant benefits

Weakness delicious

OFFENSE

Speed 30 ft.

Melee survival knife +6 (1d4 S)

Ranged tactical semi-auto pistol +6 (1d6 P)

Offensive Abilities trick attack +1d4

STATISTICS

Str +0; Dex +4; Con +2; Int -1; Wis +0; Cha +1

Skills Culture +11, Diplomacy +5, Life Science

+11, Medicine +11, Sense Motive +11,

Survival +11 (+15 with trick attack)

Languages Common, Ghoran, Vesk

Other Abilities operative

specialization (explorer),

photosynthesis

Gear second skin, survival knife,

tactical semi-auto pistol with

45 small arm rounds

ECOLOGY

Environment any

Organization solitary, pair, or team (2-6)

SPECIAL ABILITIES

Delicious (Ex) Ghorans take a

-2 penalty to attack rolls and

Acrobatics checks to escape

a grapple against a creature

that uses the grab ability with a bite

natural weapon.

Limited Plant Benefits (Ex) Despite being

plant creatures, ghorans don't gain the

standard immunities associated

with creatures of the plant type.

Instead, they gain a +2 racial bonus

on saving throws against mind-

affecting effects, paralysis, poison,

polymorph, sleep, and stunning

effects, unless the effect specifies that

it is effective against plants.

Photosynthesis (Ex) Ghorans undergo

photosynthesis to gain nutrition instead of

eating (although they can eat if they so wish).



A ghoran can go without light (either sunlight or UV light, such as from starships) for 3 days, after which they must attempt Constitution checks to avoid starvation (*Starfinder Core Rulebook* 404).

GHORAN FLORA-SHAPER

CR 6

XP 2,400

Oakling ghoran mystic

N Medium plant

Init +1; Senses Perception +18

DEFENSE

EAC 17; KAC 18

Fort +5; Ref +5; Will +9

Defensive Abilities limited plant benefits

Weakness delicious

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +10 (1d6+6 S)

Ranged corona laser pistol +12 (2d4+6 F)

Mystic Spell-Like Abilities (CL 6th)

At will—mindlink

Mystic Spells Known (CL 6th)

2nd (3/day)—fog cloud, mind thrust (DC 18),

summon creature^{AA} (skittermancer whelp,

small first world beast, tiny earth elemental, or

tiny water elemental)

1st (6/day)—lesser remove condition, life bubble,

mystic cure, wisp ally

0 (at will)—fatigue (DC 16), stabilize

Connection xenodruid

Offensive Abilities grasping vines (DC 18)

STATISTICS

Str +0; Dex +1; Con +3; Int -1; Wis +5; Cha +2

Skills Diplomacy +13, Intimidate +18, Life

Science +18, Mysticism +18, Sense Motive

+13, Survival +18

Languages Common, Aquan, Ghoran,

Skittermancer, Terran

Other Abilities animal adaptation, speak with animals

Gear corona laser pistol with 3 batteries (20 charges),

ghoran synthbark II (as kasatha microcord II), tactical

dueling sword

ECOLOGY

Environment any

Organization solitary, pair, or team (1-2 plus 4-6 ghoran world-tamers)

SPECIAL ABILITIES

Delicious (Ex) See above.

Limited Plant Benefits (Ex) See above.

Photosynthesis (Ex) See above.

Originally created by an obsessive druid from lost Golarion long before the Gap, ghorans are an ancient race whose ancestry is steeped in tragedy. Every aspect of ghoran physiology was designed to be perfect; unfortunately, that included "perfect taste"—their flesh-like rinds were so delicious that humans hunted them nearly to extinction. Worse, each was able to produce only one seed, adding to the precariousness of their species. Over hundreds of generations, they evolved from shambling, vine-like creatures into their current humanoid forms, but they still found themselves ostracized by humanity. While the first humans took to the stars, Golarion's ghorans abandoned what is now the Pact Worlds to forge a new identity for their people. They discovered a planet they named Ghorus Prime and terraformed it from a barren rock to a lush floral paradise. The ghorans have flourished in this new world. Through genetic engineering, they have expanded their reproductive abilities, leading to the development of two ghoran subraces—the lithe and springy saplings and the tall and dense oaklings.

Ghorans are roughly the same size as humans, and are nearly as diverse physically, though unlike humans, ghorans can adjust their bodies' shapes within their frames' limits. Their "skin" is a complex layer of fibrous vines and rinds with a texture like moss-covered bark, while their faces consist of

RACIAL TRAITS

Ability Adjustments: All ghorans gain -2 Intelligence and +2 Charisma at character creation. Sapling ghorans are short and slender (+2 Dexterity at character creation). Oakling ghorans are tall and dense (+2 Constitution at character creation).

Hit Points: 6

Size and Type: Ghorans are plants. Sapling ghorans are Small plants, while oakling ghorans are Medium plants.

Delicious: See page 56.

Limited Plant Benefits: See page 56.

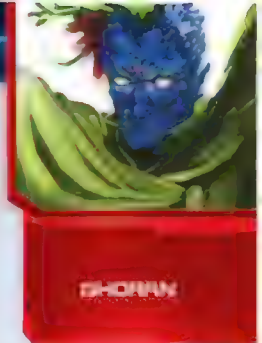
Past-Life Knowledge: Choose two skills from the following list: Computers, Culture, Engineering, Life Science, Medicine, Mysticism, Physical Science, and Profession (each Profession chosen separately). The ghoran adds the chosen skills to their list of class skills or gains a +2 racial bonus to checks with those skills if they are already class skills.

Photosynthesis: See page 56.

hundreds of layered petals that flush and flutter at a whim.

Each ghoran has a ghorus seed within its navel. As a full action, a ghoran can expel this seed. If planted in fertile soil and left undisturbed for 1d6 days, the seed grows into a sapling ghoran who physically mirrors the original. If left undisturbed for an additional 2d6 days, the seed grows into an oakling ghoran instead. After a sapling ghoran has been fully grown for 2d20 months, they can choose to grow into an oakling ghoran, a process that takes 1d6 weeks. Every 20 years or so, a ghoran develops a new seed, allowing the race to slowly grow its numbers.

Many ghorans are withdrawn around flesh-and-blood creatures. They often prefer the company of vesk to humans—in fact, a popular conspiracy holds that ghorans fed information about humans to the vesk during the Silent War between the Pact Worlds and the Veskarium. Thus, ghoran-colonized planets and the Pact Worlds view each other with distrust. Despite these grounds for suspicion, ghoran society emphasizes the importance of community life, friendship, and companionship—all luxuries most ghorans could only dream of when they were few and hunted.



GHOST



GHOST
CR 7
XP 3,200

GHOST

CR 7

XP 3,200

Male ghost mystic

CE Medium undead (incorporeal)

Init +2; Senses darkvision 60 ft.; Perception +19

DEFENSE

HP 90 RP 3

EAC 18; KAC 19

Fort +7; Ref +7; Will +11

Defensive Abilities incorporeal, rejuvenation; Immunities undead immunities

OFFENSE

Speed 30 ft., fly 60 ft. (Su, average)

Melee corrupting touch +11 (7d6, DC 17)

Offensive Abilities backlash, corrupting gaze (DC 17), corrupting touch (DC 17), distraction (DC 17), frightful moan (DC 17), share pain, sow doubt

Mystic Spell-Like Abilities (CL 7th)

At will—mindlink

Mystic Spells Known (CL 7th)

3rd (3/day)—psychokinetic strangulation (DC 20), synaptic pulse (DC 20)

2nd (6/day)—hold person (DC 19), inflict pain (DC 19), mind thrust (DC 19), see invisibility

1st (at will)—detect thoughts (DC 18), lesser confusion (DC 18)

STATISTICS

Str +0; Dex +2; Con —; Int +1; Wis +5; Cha +4

Skills Acrobatics +14, Disguise +19, Intimidate +14, Mysticism +19, Sense Motive +19, Stealth +19

Languages Common, 1 other language known in life

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Corrupting Gaze (Su) See page 59.

Corrupting Touch (Su) As a standard action, the ghost can make a single melee attack against EAC. On a hit, this attack deals 7d6 damage. This damage has no type—it manifests in the form of aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage dealt.

Frightful Moan (Su) See page 59.

Rejuvenation (Su) In most cases, ghosts cannot be destroyed by violence—a “destroyed” spirit dematerializes, but restores itself in 2d4 days. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and should be determined by the GM when creating the ghost.

In most cases, when a creature dies, its soul is severed from its physical body and sent on to its fate in the afterlife. However, sometimes souls are bound to the physical world by powerful emotion and cannot move on. While ghosts bound by positive emotions do exist, in most cases horrendous injustice creates ghosts. A ghost's every action and thought is devoted to the emotion that bound it to the physical world, such that most ghosts become hateful mockeries of their mortal selves.

GHOST TEMPLATE GRAFT

Ghosts can have many different forms.

Required Creature Type and Subtype: Undead (incorporeal).

Traits: Darkvision 60 ft.; fly 60 ft. (Su, average), corrupting touch (see above, number of damage dice equal to ghost's CR), rejuvenation (see above), special attacks (CR 3+, see below); Perception, Stealth as master skills.

Special Attacks: A ghost gains a number of special attacks equal to one-third its CR (rounded down), selected from the list below. Additional ghost abilities beyond these can be



designed at the GM's discretion. The save DCs of all these abilities are determined by the ghost's CR and array.

Corrupting Gaze (Su): The ghost has a gaze ability with a range of 30 feet that deals 1d4 Charisma damage plus 1d10 cold damage per 3 CR (a Fortitude save negates the Charisma damage, but not the physical damage).

Digital Distortion (Su): The ghost can merge its body with a single transmission or digital recording as a move action. While possessing a transmission or recording, the ghost can't be targeted by any spells or attacks, and cannot perform any offensive actions. The ghost can change the contents of the transmission or digital recording at will, usually using this power to frighten listeners; the message returns to its original state as soon as the ghost ends the digital distortion. At CR 10 or higher, whenever an intelligent creature listens to a transmission or recording that the ghost has distorted, the ghost can use a standard action to teleport to the location of that creature, as *interplanetary teleport*. Destroying the distorted message forces the ghost to end its digital distortion, and the ghost is unable to use its digital distortion special attack again for 24 hours.

Digital Domination (Su): The ghost can spend a standard action to attempt to hack into a computer, with a total Computers skill bonus equal to its CR + its Charisma modifier. If the ghost is successful, it can use or manipulate any of the programs and information on the machine from any distance, with the sole exceptions of secured data modules and granting root access, regardless of physical limitations and language barriers. A ghost can dominate only one computer at a time.

Draining Touch (Su): As a standard action, the ghost can make a single melee attack against EAC. On a hit, this attack drains 1d4 points from any one ability score of its choice, and it recovers a number of Hit Points equal to 5 + 5 per 5 CR. Once a target has been affected by this attack, it cannot be affected again for 24 hours.

Frightful Moan (Su): The ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot radius of the ghost must succeed at a Will save or become frightened for 2d4 rounds. Ghosts of CR 10 or higher cause creatures that fail the save to gain the paralyzed condition for 1 round. Ghosts of CR 15 or higher also cause creatures that fail the save to gain the cowering condition for 1d4 rounds. This is a hearing-dependent, mind-affecting fear effect. A creature that successfully saves against frightful moan cannot be affected by the same ghost's moan for 24 hours.

Malevolence (Su): The ghost can spend 1 Resolve Point as a standard action to merge its body with a creature on the Material Plane. This ability functions like *dominate person* (caster level = ghost's CR + its Charisma bonus), except the ghost must be adjacent to its target and must succeed at a melee attack against EAC. The ghost does not need to know a common language to direct its victim. The ghost is fully subsumed into the target's body and can perform only mental actions, but it is immune to damage until it leaves (either voluntarily, when forced out by magic, or when the host falls unconscious). Leaving a controlled

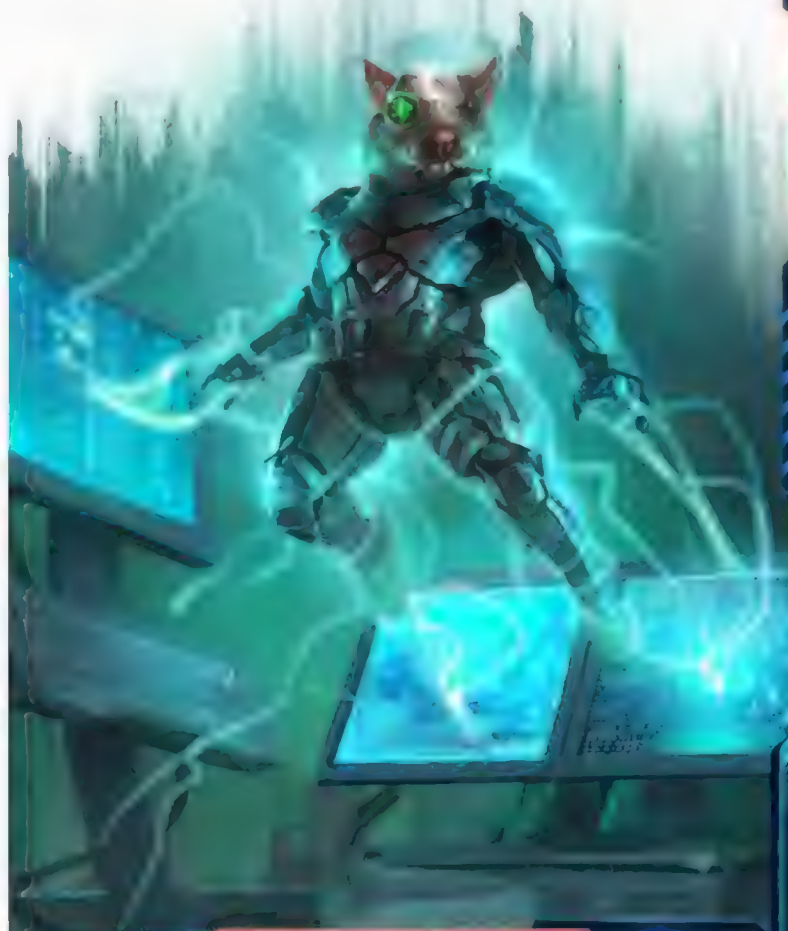
creature voluntarily is a move action. The ghost can affect only one creature with its malevolence at a time. The target can resist this attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence special attack for 24 hours.

Static Aura (Su): The ghost gains an aura that disrupts items. Each attended item within the aura must succeed at a Fortitude saving throw or gain the broken condition for as long as it remains within the aura. Unattended objects receive no saving throw and cease functioning entirely. The range of the aura is 5 feet plus another 5 feet per 3 CR. An item that successfully saves cannot be affected by the same ghost's aura for 24 hours.

Tech Haunt (Su): As a standard action, the ghost can spend 1 Resolve Point to possess an inanimate technological object, as if it were using the malevolence special attack. While within an object, the ghost cannot take any actions except those that would manipulate the object within its intended function (such as moving a crane or driving a vehicle). The ghost must roll any attack rolls or skill checks that its actions would normally require. An object in a creature's possession can attempt a Will save to negate this effect. An object that successfully saves is immune to that same ghost's tech haunt special attack for 24 hours.

Telekinesis (Su): The ghost can spend 1 Resolve Point to cast the spell *telekinesis* as a standard action (caster level equal to the ghost's CR).

GHOST



GHOST

GHOUL



GHOUL
CR 1
XP 400

GHOUL
SHOCK TROOPER
CR 11
XP 12,800

GHOUL**CR 1****XP 400**

CE Medium undead

Init +4; Senses darkvision 60 ft.; Perception +10

DEFENSE**HP 18**

EAC 12; KAC 12

Fort +3; Ref +3; Will +3

Immunities undead immunities

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+3 P plus ghoulish fever and paralysis) or claw +5 (1d6+3 S plus paralysis)

Ranged azimuth laser pistol +8 (1d4+1 F; critical burn 1d4)

STATISTICS

Str +2; Dex +4; Con —; Int +1; Wis +0; Cha +1

Skills Acrobatics +5, Athletics +5, Stealth +10

Languages Common, Eoxian

Other Abilities unliving

Gear azimuth laser pistol with 1 battery (20 charges)

ECOLOGY

Environment any

Organization solitary, gang (2-6), or pack (7-12)

SPECIAL ABILITIES

Paralysis (Ex) When a ghoulish deals damage to a creature with its bite or claw attack, the target must succeed at a DC 12 Fortitude saving throw or gain the paralyzed condition for 1d4+1 rounds. As a full action, the target can attempt a new saving throw to end the condition. Creatures with the elf subtype are immune to a ghoulish's paralysis.

GHOUL FEVER

Type disease (injury); Save Fortitude DC 12

Track physical; Frequency 1/day

Effect A creature that dies of ghoulish fever rises as a ghoulish within 24 hours.

Cure 1 save

GHOUL SHOCK TROOPER**CR 11****XP 12,800**

Ghoulish soldier

CE Medium undead

Init +5; Senses darkvision 60 ft.; Perception +20

DEFENSE**HP 180**

EAC 25; KAC 26

Fort +13; Ref +11; Will +14

Immunities undead immunities

DEFENSE

Speed 30 ft. (20 ft. in armor)

Melee bite +23 (4d6+16 P plus ghoulish fever and paralysis) or claw +23 (4d6+16 S plus paralysis)

Ranged perihelion artillery laser +21 (3d8+11 F; critical burn 2d6) or

tactical autobeam rifle +21 (3d8+11 F; critical burn 2d6) or frag grenade IV +20 (explode [15 ft., 6d6 P, DC 18])

Offensive Abilities fighting styles (guard, hit-and-run), nimble fusillade, opening volley, soldier's onslaught

STATISTICS

Str +8; Dex +5; Con —; Int +3; Wis +2; Cha +3

Skills Acrobatics +25, Athletics +20, Stealth +20

Feats Cleave

Languages Common, Eoxian

Other Abilities duck and weave, unliving

Gear golemforged plating IV, perihelion artillery laser with 1 ultra-capacity battery (100 charges), tactical autobeam





rifle with 1 high-capacity battery (40 charges), frag grenades IV (2)

ECOLOGY

Environment any

Organization solitary, gang (2-6), or pack (7-12)

SPECIAL ABILITIES

Paralysis (Ex) When a ghoulish shock trooper deals damage to a creature with its bite or claw attack, the target must succeed at a DC 18 Fortitude saving throw or gain the paralyzed condition for 1d4+1 rounds. As a full action, the target can attempt a new saving throw to end the condition. Creatures with the elf subtype are immune to a ghoulish paralysis.

In ages past, ghouls shunned society and haunted cemeteries and city sewers. However, ghouls in the Pact Worlds are more likely to live in cities, especially settlements inhabited primarily by undead. Ghouls are resourceful and hardy, and make good workers across a variety of industries. Their adaptability is striking even for undead creatures, and ghouls who are patient and dedicated can become excellent researchers, scholars, soldiers, laborers, and more. Ghouls of all proficiencies and backgrounds are especially populous on the undead planet of Eox.

Ghouls spread—sometimes purposefully—a virulent disease known as ghoulish fever through their saliva. As creatures that die of ghoulish fever often rise as ghouls themselves, a population explosion can easily result. However, even in ghoulish society, it is frowned upon to inflict ghoulish fever on large numbers of living creatures. Such behavior leads to unwanted attention from authorities, particularly on worlds adjacent to or in the Pact Worlds.

Rather than spread the undead scourge they carry inside them, ambitious ghouls instead seek training and self-improvement in pursuits that interest them. Many of these ghouls become ghoulish shock troopers. Others find that technology suits them and become mechanics or technomancers, fusing their shrewd understanding of their own organic biology with the elegance of machinery. Ghoulish envoys are rare, since undead are stubbornly independent as a rule, and few living crew members would follow the commands of someone so off-putting as a ghoulish.

Whether on Eox or beyond, certain powerful ghouls known as ghouls can affect even elves with their paralysis, and exude a powerful stench; these undead usually hold important positions in ghoulish society. Ghouls that lurk underwater and in coastal areas are called lacedons. In many cases, powerful ghouls and lacedons are high-ranking members of the military on Eox or even the Corpse Fleet.

GHOUlish TEMPLATE GRAFT (CR 1/2+)

Use the following template graft to create a unique ghoulish of any CR.

Required Creature Type: Undead.

Suggested Array: Combatant or expert.

Traits: Bite attack that inflicts ghoulish fever and paralysis; claw attack that inflicts paralysis.

Suggested Ability Score Modifiers: Dexterity, Strength.

Ghoulish (CR 3+)

To create a ghoulish, add the following to the ghoulish template graft.

Traits: Stench aura (creatures within 10 feet must succeed at a Fortitude save or gain the sickened condition for 1d6+4 minutes); paralysis (as ghoulish, but also affects creatures with the elf subtype).

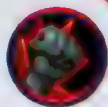
Lacedon (CR 1/2+)

To create a lacedon, add the following to the ghoulish template graft.

Traits: aquatic subtype, swim 30 ft.



GIANT



MOON GIANT
CR 15
XP 51,200

MOON GIANT

CR 15

XP 51,200

LN Huge humanoid (giant)

Init +4; Senses low-light vision, sense through (vision, 60 ft.); Perception +31

Aura lunar (60 ft., DC 21)

DEFENSE

HP 330

EAC 29; KAC 31

Fort +17; Ref +17; Will +19

Resistances cold 30, fire 30

OFFENSE

Speed 50 ft.



Melee slam +25 (8d6+24 B)

Ranged hurled debris +28 (8d6+30 B plus 10-ft.-radius area of difficult terrain around the spot where the debris hit)

Space 15 ft.; Reach 15 ft.

Offensive Abilities crush (8d6+24 B)

Spell-Like Abilities (CL 15th)

1/day—call cosmos, contact other plane

3/day—bestow curse (DC 19), discern lies (DC 20),

divination, mind probe (DC 20)

At will—clairaudience/clairvoyance, speak with dead (DC 19)

STATISTICS

Str +9; Dex +4; Con +7; Int +3; Wis +5; Cha +3

Skills Intimidate +31, Life Science +26, Mysticism +31, Sense Motive +26

Feats Deadly Aim

Languages Common, Terran

ECOLOGY

Environment any lunar

Organization solitary, pair, or cult (3–6)

SPECIAL ABILITIES

Hurl Debris (Ex) The mighty strength of a giant allows it to turn nearly anything into a ranged weapon. A giant is assumed to have such debris available (either loose or readily torn from the environment without requiring an extra action) unless the GM rules otherwise. Hurling debris has a range increment equal to the giant's Strength modifier × 5 feet. Such attacks also create difficult terrain in a 5-foot-radius area around the target, or a 10-foot-radius area for Huge and larger giants.

Lunar Aura (Su) Creatures within 60 feet of a moon giant are affected by its lunar aura as long as they remain within range. A creature that succeeds at its save against the aura is immune to that particular moon giant's lunar aura for 24 hours. A moon giant can change the effect of the aura as a swift action, and the giant can choose whether to include itself as part of the same swift action. The giant can choose one of the following effects.

Waning: Affected creatures fall asleep as *deep slumber*.

The giant's lunar aura is not limited by CR or Hit Dice.

Waxing: Affected creatures gain a number of temporary Hit Points equal to the giant's CR and gain the ability to make three attacks during a full attack, though each attack takes a –5 penalty (instead of a –4 penalty).

Giants are humanoid creatures with great strength and mighty stature, standing from 9 feet to over 25 feet tall. They often live apart from other races, as even space stations intended to be inclusive of multiple species are often too small to comfortably accommodate a giant's massive size. How welcoming these giants are to non-giant



GIANT

visitors depends on the specific giant society, though all giants can be unpredictable and dangerous to others.

GIANT TEMPLATE GRAFTS

There are numerous species of giants, and they can be found living in their own communities or among other creatures in places that can accommodate their size.

Cloud Giant Template Graft

Cloud giants live on floating citadels in the swirling atmospheres of gas planets.

Required Creature Type and Subtype: Humanoid (giant).

Suggested Alignment: Neutral good or neutral evil.

Traits: Huge; blindsense (scent) 60 ft., low-light vision, sense through (vision [clouds only]); resistance to cold 5 (CR 3+; increase to 10 at CR 7, 20 at CR 11, 30 at CR 15); fly speed 40 ft. (CR 5+; Su, average; normal, thick, and toxic atmospheres only), deals damage as a creature 1 CR higher; crush; hurl debris (see page 62); knockback (see below); spell-like abilities (CR 11+).

Knockback (Ex): Whenever a cloud giant successfully deals damage to a creature with a melee attack or thrown projectile, the giant can immediately initiate a bull rush combat maneuver against that target (this takes no action and does not provoke attacks of opportunity).

Moon Giant Template Graft

Moon giants are normally placid scholars, but they are easily swayed by lunar phases or malign celestial influences.

Required Creature Type and Subtype: Humanoid (giant).

Suggested Alignment: Lawful neutral.

Traits: Huge; low-light vision, sense through (vision, 60 ft.); lunar aura (see page 62); cold and resistance to fire 5 (CR 3+; increase to 10 at CR 7, 20 at CR 11, 30 at CR 15); crush (CR 7+); hurl debris (see page 62); spell-like abilities (CR 8+).

Stone Giant Template Graft

Some stone giants are simple herders on distant, pastoral worlds, while others carve unfathomably huge starships and space stations from asteroids.

Required Creature Type and Subtype: Humanoid (giant).

Suggested Alignment: Neutral.

Traits: Large; blindsense (vibration) 30 ft., darkvision 60 ft., low-light vision; immunity to exhaustion, fatigue, stun; resistance to acid and fire 5 (CR 8+; increase to 10 at CR 13, 20 at CR 17); DR 5/— (CR 11+; increase to DR 10/— at CR 13, DR 15/— at CR 15, DR 20/— at CR 17), crush (CR 7+); hurl debris (see page 62); trample; no breath.

Storm Giant Template Graft

Storm giants build their strongholds in planet-sized storms and other destructive locales, priding themselves in forging hospitable homes out of extreme environments.

Required Creature Type and Subtype: Humanoid (giant).

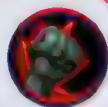
Suggested Alignment: Chaotic good.

Traits: Huge; low-light vision, sense through (vision [clouds and precipitation only]); electric aura (see below); immunity to electricity, entanglement, paralysis; resistance to sonic 5 (CR 3+; increase to 10 at CR 7, 20 at CR 11, 30 at CR 15); swim speed of 40 ft, crush (CR 7+); hurl debris (see page 62); spell-like abilities (CR 9+); water breathing; proficient with all armor and weapons.

Electric Aura (Su): Technological equipment and items must succeed at a Fortitude saving throw or gain the broken condition for 1 round. Items are affected by a storm giant's electric aura every round as long as they remain within range.



GLASS SERPENT



GLASS
SERPENT
CR 5
XP 1,600

GLASS SERPENT

CR 5

XP 1,600

N Gargantuan magical beast

Init +3; Senses darkvision 60 ft., low-light vision;

Perception +16

DEFENSE

HP 77

EAC 16; KAC 20

Fort +9; Ref +9; Will +4

Defensive Abilities ravenous invisibility; Immunities radiation

OFFENSE

Speed 60 ft., climb 30 ft., swim 30 ft.

Melee tentacle +15 (1d6+11 S plus swallow whole)

Multiattack 3 tentacles +9 (1d4+11 S plus swallow whole)

Space 20 ft.; Reach 30 ft.

Offensive Abilities swallow whole (1d6+5 A, EAC 16,

KAC 16, 19 HP)

STATISTICS

Str +5; Dex +3; Con +1; Int -4; Wis +2; Cha -2

Skills Athletics +13 (+21 to climb or swim), Stealth +13,

Survival +13

Other Abilities no breath

ECOLOGY

Environment any (Eox)

Organization solitary, rival pair, or brood family (2-3 adults and 3-5 juveniles)

SPECIAL ABILITIES

Ravenous Invisibility (Ex) A glass serpent can become invisible as part of any other action. Each time it successfully damages a creature while invisible, it must attempt a DC 14 Will save. If it fails, this ability is suspended and the glass serpent becomes visible for 1 round (though it can turn invisible again at the start of its next turn). A glass serpent that has swallowed a creature cannot turn invisible using this ability until 1 week after it swallowed the creature, when its meal has been completely digested. (If the swallowed creature escapes or is otherwise removed, the glass serpent can use this ability again immediately.) An invisible glass serpent can resume being visible as part of any other action.

The terrifying ambush predators known as glass serpents are some of the most notorious beasts to roam the blasted wastelands of Eox, preying on local fauna and unwary undead alike. Similar creatures have been found on dozens of planets, including those outside the Pact Worlds, leading scholars to speculate that glass serpents may have been brought to Eox in its ancient past through magical means, or that they may represent a natural case of parallel evolution on worlds that have suffered massive catastrophes.

Glass serpents have long, undulating bodies that bulge and narrow at regular intervals, giving them a shape almost like a chain of thick links. Their heads are much different from those of traditional snakes, with a row of eyes peering out from beneath an armored, helmetlike crest, and long feeding tentacles each tipped with a glowing, crystalline tooth dangling from their mouths. Yet, the most fearsome aspect of glass serpents must be their legendary scales: smooth crystalline structures that warp and wrap light around the serpents, turning them invisible and making them terrifying combatants. This invisibility isn't entirely voluntary and requires enough energy from a serpent that it can activate the ability only when it is hungry and hunting. When well fed, the serpent becomes visible once more, its body appearing partially translucent and strewn with shimmering rainbows. This weakness is of no comfort to those creatures that become the serpent's prey and provide it with sustenance, pieces of which are visible as they pass through the serpent's translucent digestive system. An adult glass serpent can grow to be 60 feet long and up to 5,000 pounds.

Hermaphroditic and capable of mating as long as they're sufficiently nourished, glass serpents have a fascinating courtship process. A glass serpent looking to mate seeks





GLASS SERPENT

out another glass serpent of roughly its own size and ability level and challenges it in an elaborate ritual. Once this challenge is accepted, the two become a "rival pair." For the next 6 weeks, the two travel together, hunting in tandem but violently attempting to keep the other from eating a share of any slain prey. At the end of this period, they seek out the largest and most powerful glass serpent they can find and attempt to woo this third serpent into accepting the mantle of motherhood via displays of their prowess and gifts of regurgitated food. If this third serpent agrees, it and the larger, better-fed member of the rival pair—called the "bull"—mate. The bull then departs, and the other member of the rival pair—the "guard"—remains to serve the pregnant serpent, bringing food and providing defense until the young are born. Young glass serpents are capable of hunting on their own within a month, at which point all members of the family go their separate ways.

Not intelligent enough to be considered truly sentient, glass serpents are nevertheless cunning hunters and opportunists, with natural curiosity and adaptability in addition to their predatory instincts. Although glass serpents can diminish the glow in their tentacles' crystalline teeth to better preserve their invisibility, they understand that the light itself remains visible even when their bodies are not. As such, many will purposefully illuminate these lures while invisible, creating delicate, dancing displays of light or even mimicking signal beacons, hoping to draw prey near. Glass serpents have learned that creatures from other worlds often require air, and they specifically target such creatures, ripping open environment suits, vehicles, or structures to asphyxiate their prey.

For all the danger they present, glass serpents have long been a part of Eoxian culture, taking on the cultural role of noble predator that other groups often ascribe to wolves, lions, eagles, or dragons. Domesticated glass serpents are the chosen hunting beasts of both the planet's nobility and its criminal organizations. Several Bone Sages and ancient organizations have glass serpents on their coats of arms or corporate logos, and execution by glass serpent is an ancient practice that still continues. In recent centuries, the creatures have been heavily exported to other planets, partially for their status in Eoxian culture but more often because their scales can be commercially harvested for illusion magic and a wide variety of optical technologies. The challenge of imprisoning smart animals that can turn invisible and don't need to breathe means that wild glass serpent populations can now be found on nearly every terrestrial or aquatic planet in the Pact Worlds and many colony worlds beyond. Most notably, the Diaspora

has seen significant problems with glass serpents adapting to the highly trafficked waterways of the River Between, where despite their slight disadvantage in movement and stealth, they still prove devastating to travelers. Many crèche worlds regularly hire mercenaries and adventurers to hunt down and eradicate these serpents, but the population keeps mysteriously bouncing back.



GLASS SCALE TECHNOLOGY

Glass serpent scales are a wonder of evolution, capturing and bending light with their unique molecular structure. Simply skinning a dead glass snake results in a pretty but useless hide, as the motion of the scales and their relationship to the muscle underneath are both key to their function. When properly harvested and arranged, the scales can effectively augment armor or even other creatures' skins, granting the wearers a measure of the serpents' invisibility. Originally developed by Eoxian technomancers, this glasstech was quickly replicated by the drow arms

dealers of Apostae, and from there it spread throughout the Pact Worlds and beyond.

GLASS SKIN

SYSTEM
Skin

AUGMENTATION BIOTECH

PRICE 2,000

LEVEL 4

This biotech modification covers your skin with tiny, clear scales that shimmer with rainbows, as if you were constantly encased in a thin layer of ice or glass. Once per day, you can spend 1 Resolve Point to become temporarily invisible (as the *invisibility* spell) for up to 1 minute.

LIGHTWARP INLAY

ARMOR
UPGRADE

PRICE 5,000

LEVEL 6

CAPACITY 10

USAGE 1/ROUND

ARMOR SLOTS 1

ARMOR TYPE ANY

BULK L

This specialized coating of glass serpent scales shifts its collective angle in response to localized electrical fields created by a delicate circuitry inlay, allowing the bending of light around you. You can activate this inlay as a standard action to become temporarily invisible (as the *invisibility* spell, save that the process is purely technological rather than magical). This invisibility lasts until you deactivate it (which you can do as part of any other action) or the inlay runs out of charges. A lightwarp inlay's charges replenish each day.

GOLEM



CYBERNETIC
GOLEM
CR 8
XP 4,800

NANOTECH
GOLEM
CR 14
XP 38,400

CYBERNETIC GOLEM

CR 8

XP 4,800

N Large construct (magical, technological)

Init +2; Senses darkvision 60 ft., low-light vision, X-ray vision; Perception +18

DEFENSE

HP 125

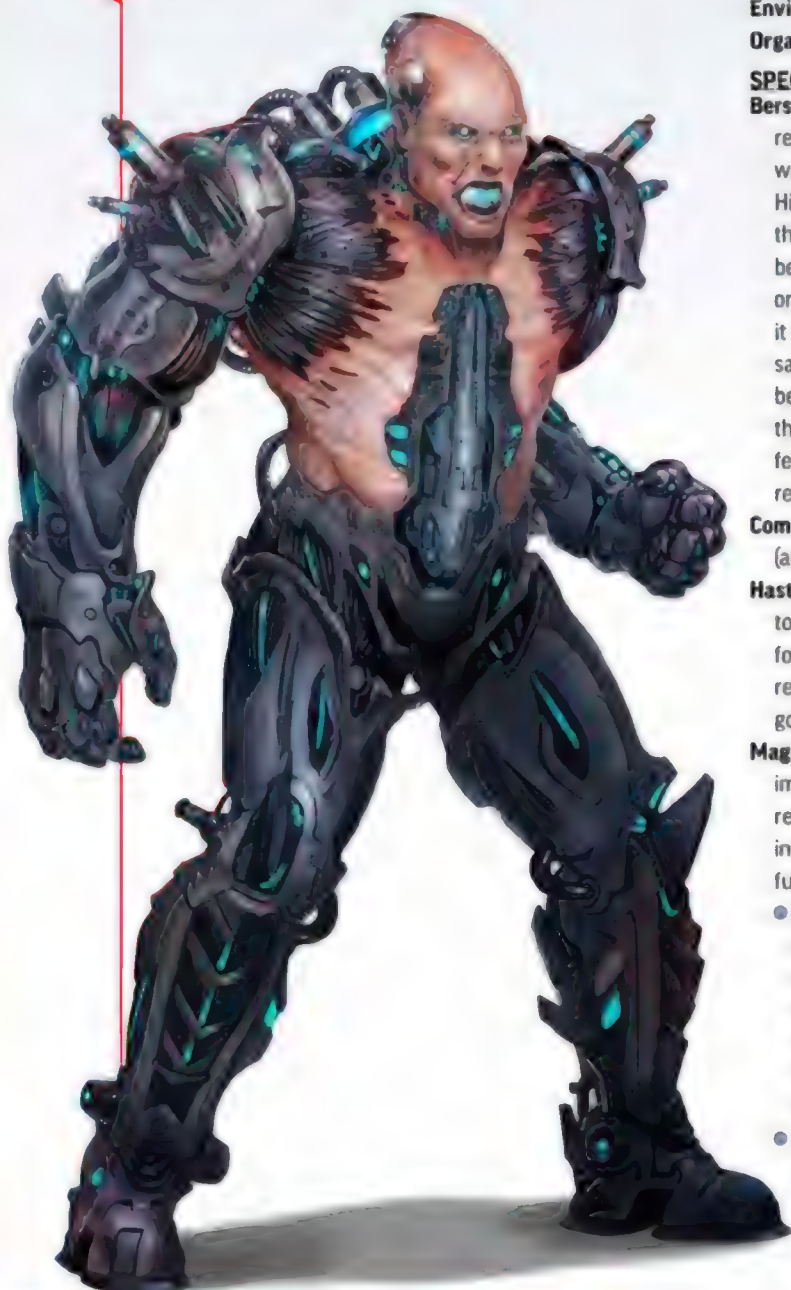
EAC 19; KAC 23

Fort +7; Ref +7; Will +5

Defensive Abilities integrated weapons; DR 5/adamantine or wound; Immunities construct immunities, magic

OFFENSE

Speed 40 ft



Melee LFD pulse gauntlet +19 (3d6+14 B & So; critical knockdown)

Ranged corona artillery laser +15 (2d8+8 F; critical burn 1d6)

Space 10 ft.; Reach 10 ft.

Offensive Abilities berserk, haste circuit

STATISTICS

Str +6; Dex +2; Con –; Int –; Wis +0; Cha –2

Other Abilities comm, mindless, unliving

Gear 2 LFD pulse gauntlets with 4 batteries (20 charges each), corona artillery laser with 4 high-capacity batteries (40 charges each)

ECOLOGY

Environment any

Organization solitary or gang (2–4)

SPECIAL ABILITIES

Berserk (Ex) When a cybernetic golem takes damage that reduces it to half its maximum Hit Points or fewer, and whenever it takes damage while it has half its maximum Hit Points or fewer, it must attempt a DC 15 Will saving throw. On a failure, the golem goes berserk. While berserk, the golem uses its actions to make a full attack or to move and attack. If it can't reach or shoot a creature, it attacks objects. The golem can attempt a DC 15 Will saving throw at the end of each of its turns to end the berserk state. If the golem's creator communicates with the golem to calm it, via comm unit or from within 60 feet, and succeeds at a DC 10 Charisma check, the golem receives a +2 circumstance bonus to this saving throw.

Comm (Ex) A golem can receive wireless communications (and thus commands from its creator) at planetary range.

Haste Circuit (Su) A cybernetic golem can use a swift action to gain the benefit of the *haste* spell. This effect lasts for 1 round, and then the circuit shuts down and must recharge for 1 round before being activated again. The golem can use its circuit up to 10 rounds per day.

Magic Immunity (Ex) A cybernetic or nanotech golem is immune to any spell or spell-like ability that allows spell resistance, unless the spell specifically lists constructs in its Targets entry. In addition, certain spells and effects function differently against the golem as follows.

- The golem can be affected by *discharge* or *greater discharge* but has a unique reaction to the spells. If the golem fails a saving throw against either spell, it becomes confused for 1d4 rounds instead of suffering the spell's normal effect. The golem can attempt a Fortitude save at the end of each of its turns, ending the condition on a success.
- Magical effects that deal cold damage slow (as the *slow* spell) the golem for 3 rounds (no save). If the golem has a haste circuit and it is active, this effect counters the haste circuit but has no other effect.



1000000

- The golem automatically fails saving throws against weapons and magical effects that deal electricity damage. However, such an effect merely breaks any slow effect on the golem and heals it for 1 Hit Point per 3 damage the effect would have dealt. Any damage that exceeds the golem's maximum Hit Points is stored as charges for its weapons, at a rate of 1 charge per Hit Point the golem would have gained. Any additional damage is ignored.

X-Ray Vision (Ex) As a move action, the golem can grant itself X-ray vision, which functions like an X-ray visor (*Starfinder Core Rulebook* 221).

NANOTECH GOLEM

CR 14

XP 38,400

N Large construct (magical, technological)

Init +8; **Senses** all-around vision, darkvision 60 ft., low-light vision; **Perception** +25

DEFENSE

HP 250

EAC 29; **KAC** 29 (47 against combat maneuvers)

Fort +12; **Ref** +16; **Will** +10

Defensive Abilities regeneration 10 (acid or fire), swarmlike, unflankable; **Immunities** construct immunities, magic

OFFENSE

Speed 40 ft., fly 40 ft. (Su, perfect)

Melee nanite filament +27 (4d6+20 S or P, critical severe wound [DC 20])

Ranged nanite scattershot +27 (4d12+14 P)

Space 10 ft.; **Reach** 10 ft. (15 ft. with nanite filament)

Offensive Abilities nanite cloud

STATISTICS

Str +6; **Dex** +8; **Con** —; **Int** —; **Wis** +0; **Cha** —2

Other Abilities comm, mindless, unliving

ECOLOGY

Environment any

Organization solitary or gang (2–4)

SPECIAL ABILITIES

All-Around Vision (Ex) A nanotech golem sees in all directions at once.

Comm (Ex) See page 66.

Magic Immunity (Ex) See page 66.

Nanite Cloud (Ex) Nanites swarm within 5 feet of the nanotech golem, and the golem can enter an opponent's space, provoking an attack of opportunity from that foe. At the end of each of the golem's turns, each creature within 5 feet of the golem or sharing its space takes 8d6 piercing damage and is nauseated for 1 round. A successful DC 20 Fortitude saving throw halves the damage and negates the condition.

Nanite Scattershot (Ex) As an attack, a nanotech

golem can unleash a stream of nanite particles at a single target as a kinetic attack with a range increment of 90 feet.

Swarmlike (Ex) A nanotech golem is immune to critical hits, as well as entangled, flat-footed, off-kilter, off-target, pinned, prone, and staggered effects. It takes only half damage from any attack or effect that targets only one creature. Automatic fire must hit the golem as if it were three targets to deal full damage to it. In addition, the golem can move through openings 1 inch wide without squeezing, and it can squeeze to move through microscopic openings.

These automatons, created by powerful spellcasters, differ from most robots in that each has an elemental spirit bound within. Properly binding this spirit, which is usually from an earth elemental, is the most important part of creating a golem. As the spirit is only semiconscious, the golem exists in a mindless state and acts only to defend itself or to follow orders from its creator. In some golems, injury causes the elemental spirit to stir in its artificial shell. As it gains awareness, it rages at its imprisonment.



GREMLIN, GLITCH



COMPUTER
GLITCH GREMLIN
CR 1/2
XP 200

SHIP
GLITCH GREMLIN
CR 1
XP 400

COMPUTER GLITCH GREMLIN

CR 1/2

XP 200

LE Tiny fey

Init +2; Senses low-light vision; Perception +4

DEFENSE

HP 5

EAC 9; KAC 10

Fort +2; Ref +2; Will +3

Defensive Abilities networked technomancy; Resistances cold 5, electricity 5; SR 11

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +2 (1d4-1 P plus glitch module, DC 10)

Space 2-1/2 ft.; Reach 0 ft.

Offensive Abilities glitch module, networked technomancy

Spell-Like Abilities (CL 1st; melee +1, ranged +1)

1/day—erase, jolting surge

At will—energy ray (electricity only), ghost sound (DC 13), transfer charge

Constant—detect tech (computers only)

STATISTICS

Str -1; Dex +2; Con +1; Int +3; Wis +1; Cha -2

Skills Computers +9, Engineering +4 (+9 to use computers), Stealth +9

Languages Aklo, Common; digital telepathy 30 ft.

ECOLOGY

Environment any

Organization pair or infection (3-8)

SPECIAL ABILITIES

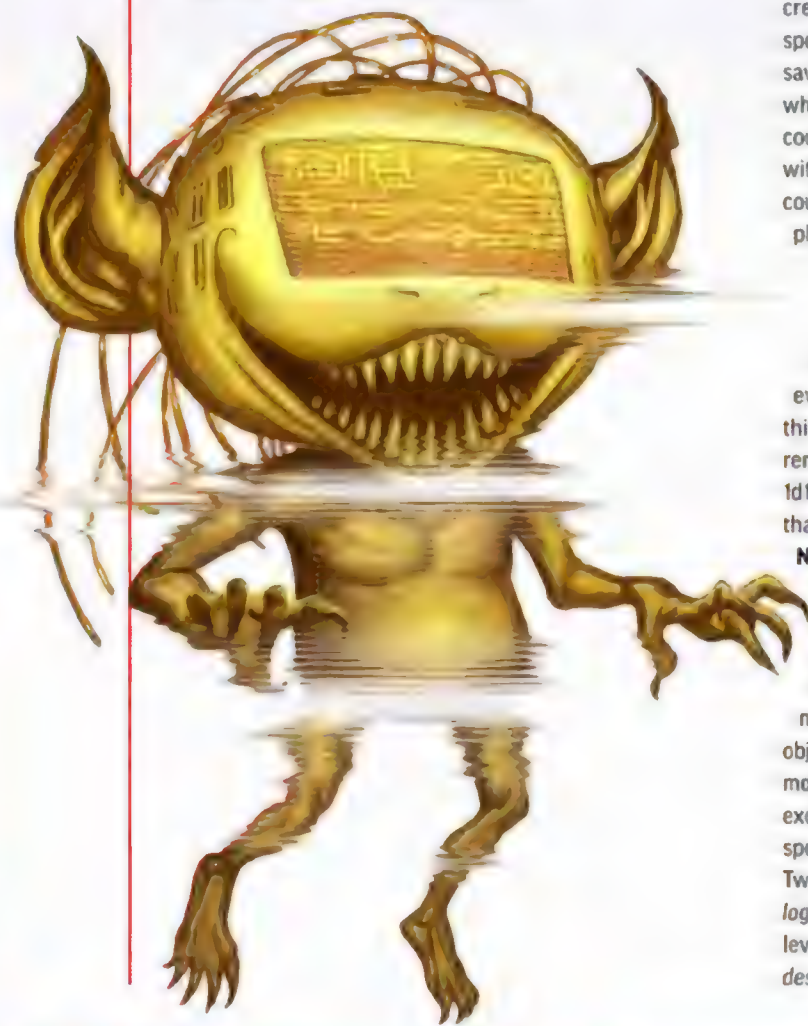
Digital Telepathy (Su) A computer glitch gremlin can communicate telepathically only with digital devices and with other creatures that can do so (such as other computer glitch gremlins). This allows the glitch gremlin to attempt Computers checks to access any computer within the telepathy's range.

Glitch Module (Su) When a glitch gremlin succeeds at a Computers check to access a system or hits a foe with an attack or spell, the accessed system or one random computer held or carried by the struck creature glitches. An attended computer (including any computer on a creature hit by a computer glitch gremlin's attack or spell) negate this effect by succeeding at a DC 10 Will save. The glitch causes one of the following effects, which functions as if the system had the indicated countermeasure (DC = 16 + the number of glitch gremlins within 30 feet when the glitch was added): a fake shell countermeasure that obstructs all users, an alarm that plays a loud and potentially embarrassing audio or holographic file when accessed by any user unless the user succeeds at a Computers check as if hacking the system, or one randomly determined countermeasure that applies even to users with root access. Disabling or removing this glitch requires a Computers check as if disabling or removing a module. A disabled glitch reactivates after 1d10 minutes if not removed. A system can have no more than one glitch per module.

Networked Technomancy (Sp) When gathered in

groups, computer glitch gremlins share their magic.

As long as a computer glitch gremlin is within 30 feet of another of its kind, it gains concealment thanks to erratic holograms that flatteringly appear near it and emulate the appearance of surrounding objects. Groups of computer glitch goblins can also use more potent spell-like abilities; each gremlin in the group except for one takes a standard action to prepare the spell-like ability, and the final gremlin actually uses it. Two computer glitch gremlins can use *implant data* or *logic bomb* (DC 15), four can use *holographic image* (3rd level, DC 16) or *instant virus* (DC 16), and six can use *destruction protocol* (DC 17).



GREMLIN,
GLITCH**SHIP GLITCH GREMLIN****CR 1****XP 400**

CE Small fey

Init +3; **Senses** *detect tech* (starships and their integrated systems only), low-light vision; **Perception** +5**Aura** disaster (30 ft.)**DEFENSE****HP 14****EAC** 11; **KAC** 12**Fort** +3; **Ref** +3; **Will** +4**Defensive Abilities** void adaptation; **Immunities** fire; **Resistances** cold 5; **SR** 12**OFFENSE****Speed** 30 ft., climb 30 ft., fly 60 ft. (Ex, clumsy)**Melee** attach +3 orbite +3 (1d4+1 A & P; critical corrode 1d4) or
wing +3 (1d4+1 B; critical knockdown)**Multiattack** attach -3, bite -3 (1d4+1 A & P; critical corrode 1d4), and wing -3 (1d4+1 B; critical knockdown)**Spell-Like Abilities** (CL 2nd; ranged +2)1/day—*grease* (DC 14), *hold portal*, *overheat* (DC 14)At will—*dancing lights*, *energy ray* (electricity or fire only), *ghost sound* (DC 13)Constant—*detect tech* (starships and their integrated systems only)**STATISTICS****Str** +0; **Dex** +3; **Con** +1; **Int** +0; **Wis** +1; **Cha** +2**Skills** Acrobatics +5 (-3 to fly), Computers +5 (+10 to use starship systems), Engineering +10, Piloting +10**Languages** Aklo, Common**Other Abilities** spaceflight, stellar stowaway**ECOLOGY****Environment** any or vacuum**Organization** solitary, pair, or flock (3-12)**SPECIAL ABILITIES**

Aura of Disaster (Ex) Whenever an attack against a ship glitch gremlin fails to affect the gremlin for any reason while any part of a starship is within 30 feet of the gremlin and within range of the attack (including any time the gremlin is on board a starship), the attack ricochets wildly to cause damage to the ship and its systems. A randomly determined starship system becomes one step more damaged. (If the damaged system is life support, rather than the normal effect, a 10-foot-radius of the gremlin's choice within the ship becomes a zero-gravity environment until the life support system is patched or repaired.) In addition, spilled oil or debris falls in 1d4 5-foot-squares of the gremlin's choice within 30 feet, creating difficult terrain or cover as the gremlin prefers.

Stellar Stowaway (Ex) In starship combat, a ship glitch gremlin on board a ship can cause havoc at the end of its ship's turn. It attempts an Engineering check against the same DC to patch a damaged starship system; if it succeeds, it causes the ship system of its choice

to function as if one step more damaged until the end of starship combat. If that system is already critical, another randomly chosen system is degraded this way instead.

Gremlins are fey spirits intimately tied to technological malfunctions. One variety of gremlin, called glitch gremlins, is especially common (and feared) in societies with advanced technology. Both computer glitch gremlins and ship glitch gremlins demonstrate remarkable single-mindedness in their pursuit of mayhem as they find new and more frustrating ways to make technology break, glitch, or fail.

A computer glitch gremlin's appearance varies widely with the digital data it has eaten, but they average 1 foot in height and weigh around 4 pounds. Ship glitch gremlins have lamprey-like mouths and long, spidery arms and legs. They stand 2-1/2 feet tall and weigh approximately 20 pounds.



HAESHI-SHAA



HAESHI-SHAA
(HAESHI FORM)
CR 12
XP 19,200



HAESHI-SHAA
(SHAA FORM)
CR 16
XP 76,800

HAESHI-SHAA (HAESHI FORM) CR 12

XP 19,200

CE Large aberration

Init +5; Senses blindsight (life) 60 ft., darkvision 60 ft.;

Perception +22

Aura stench (10 ft., DC 19)

DEFENSE HP 200

EAC 26; KAC 28

Fort +14; Ref +11; Will +16

Defensive Abilities fast healing 5, unflankable; DR 10/magic;

Immunities bleed, critical hits, disease, mind-affecting effects, nonlethal, paralysis, poison, polymorph, sleep, stunning; Resistances cold 10, fire 10; SR 23

OFFENSE

Speed fly 60 ft. (Su, perfect)

Melee slam +25 (6d4+20 B plus viral vapor)

Multiattack 3 slams +19 (3d6+20 B plus viral vapor)

Ranged sonic bolt +22 (6d4+12 So)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 12th)

1/day—mind thrust (4th level, DC 19)

3/day—fear (3rd level, DC 18)

At will—force blast (DC 17)

STATISTICS

Str +8; Dex +5; Con +4; Int +2; Wis +4;

Cha +2

Skills Acrobatics +22 (+30 to fly).

Life Science +22, Mysticism +27.

Physical Science +22

Languages Abyssal, Aklo, Common;

telepathy 100 ft.

Other Abilities compression, death throes, no breath

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Death Throes (Su) When killed, a haeshi explodes in a frenetic wave of psychic energy that assaults the minds of creatures within 20 feet, dealing 6d6 damage (Will DC 19 half). This is a mind-affecting effect.

Sonic Bolt (Ex) A haeshi-shaa can fire a beam of disruptive sound at a target within 100 feet.

Stench Aura (Ex)

Haeshi-shaas exude

a horrible stench. An affected creature must succeed at a Fortitude save with the listed DC or be sickened while within the aura's effect. Sickened creatures become nauseated on subsequent failed saving throws.

HAESHI-SHAA (SHAA FORM) CR 16

XP 76,800

NE Large aberration (incorporeal)

Init +10; Senses blindsight (life) 60 ft., darkvision 60 ft.;

Perception +28

Aura stench (10 ft., DC 22)

DEFENSE HP 300

EAC 29; KAC 30

Fort +14; Ref +14; Will +20

Defensive Abilities fast healing 5, incorporeal, unflankable;

Immunities bleed, critical hits, disease, mind-affecting effects, nonlethal, paralysis, poison, polymorph, sleep, stunning; Resistances cold 20, fire 20; SR 27

OFFENSE

Speed fly 60 ft. (Su, perfect)

Melee touch +25 (viral vapor)

Ranged sonic bolt +27 (6d4+16 So)

Space 10 ft.; Reach 10 ft.

Offensive Abilities expand, thicken

Spell-Like Abilities (CL 16th; melee +25, ranged +27)

1/day—shadowy fleet (DC 26), true seeing

3/day—crush skull (DC 25), mystic cure (5th level),

remove affliction, synapse overload (DC 25)

At will—fear (4th level, DC 24), mind probe (DC 24)

STATISTICS

Str +2; Dex +10; Con +7; Int +3; Wis +5;

Cha +5

Skills Acrobatics +28 (+36 to fly), Life

Science +28, Mysticism +33, Physical

Science +28

Languages Abyssal, Aklo, Common; telepathy 100 ft.

Other Abilities no breath

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Expand (Ex) As a full action, a shaa can spread its matter thin, increasing its size to Gargantuan and gaining a space and reach of 20 feet. A shaa can maintain this ability as long as it concentrates, but it can take only purely mental



actions or its thicken ability while in this state. A shaa can return to its normal size as a move action.

Sonic Bolt (Su) See page 70.

Stench Aura (Ex) See page 70.

Thicken (Ex) A shaa can agitate its molecules and assume a nearly impenetrable, semitransparent form. As a full action, a shaa can become solid for 1d6 rounds. In this form, the shaa is not incorporeal, gains DR 30/— and 100 temporary Hit Points, can take no actions, and is immovable. The shaa reverts to its natural form at the end of the duration and loses any remaining temporary Hit Points.

VIRAL VAPOR

Type disease (contact, inhaled, or injury);

Save Fortitude DC 18

Track physical; **Frequency** 1/day

Effect At the debilitated state, the victim becomes partially vaporous. Attacks made by or targeting the victim have a 25% miss chance. At bedridden, this effect ends and the victim is incorporeal. At dead, the victim's form completely dissipates into fine particles.

Cure 2 consecutive saves

Serving as part of the priestly caste for the Dominion of the Black, haeshi-shaas are long-lived creatures that shift between a liquid and a gaseous form many times over their long lives. Their liquid form, commonly referred to simply as haeshi, appears as a constantly churning, chunky fluid, while their vaporous form, known as shaa, appears as a hazy brown fog. Both forms hum with atonal harmonies that are unnerving, sometimes nauseating, to others.

While both forms of haeshi-shaas constantly preach a doctrine of annihilation, each form takes a slightly different approach. The attitudes of an individual haeshi-shaa change as the creature shifts forms. Liquid haeshi are more aggressive, while vaporous shaa are more introspective.

The creatures' dogma of obliteration and their reverence for black holes stem from their belief that all cosmic complexity should be reduced to its most basic particles, because only in that state can a being be truly one with the universe.

Haeshi-shaas serve as oracles, as they claim the ability to see the invisible

pathways through the universe connecting particles spiraling toward entropy. Though this claim is dubious, other creatures that serve the Dominion heed the lessons of both haeshi-shaas and chyzaedus, another member of its priestly caste.

Haeshi-shaas and chyzaedus are relatively recent assimilations into the Dominion, given its galactic time scale, and each species has claimed a different role within the nightmarish collective. The Dominion of the Black doesn't concern itself with faith and religion, but the coalition seems to have a use for these strange creatures that preach its philosophy.

Many believe that the two species came into the role of priests among the Dominion because they are linked in destruction. Forgotten records claim that the tonal resonance that all chyzaedus experienced when their home planet was devoured by a black hole was a result of creatures that would become the haeshi-shaas. These creatures were known in ancient history as beings of pure sound whose strange, far-reaching tones conveyed a slightly different message of consumption and destruction.

Haeshi-shaas can't predict when they might shift into their variant form. Some seek out events that might serve as a catalyst, while others wait for the change to occur naturally. These creatures can exist for ages, shifting thousands of times, but over time, the bonds that cause the cyclical shifts of a haeshi-shaa's form deteriorate. A haeshi-shaa can live for as long as 25,000 years before its final shift comes to pass and it completely dissipates among the winds of the universe.

HAESHI-SHAA SERUM

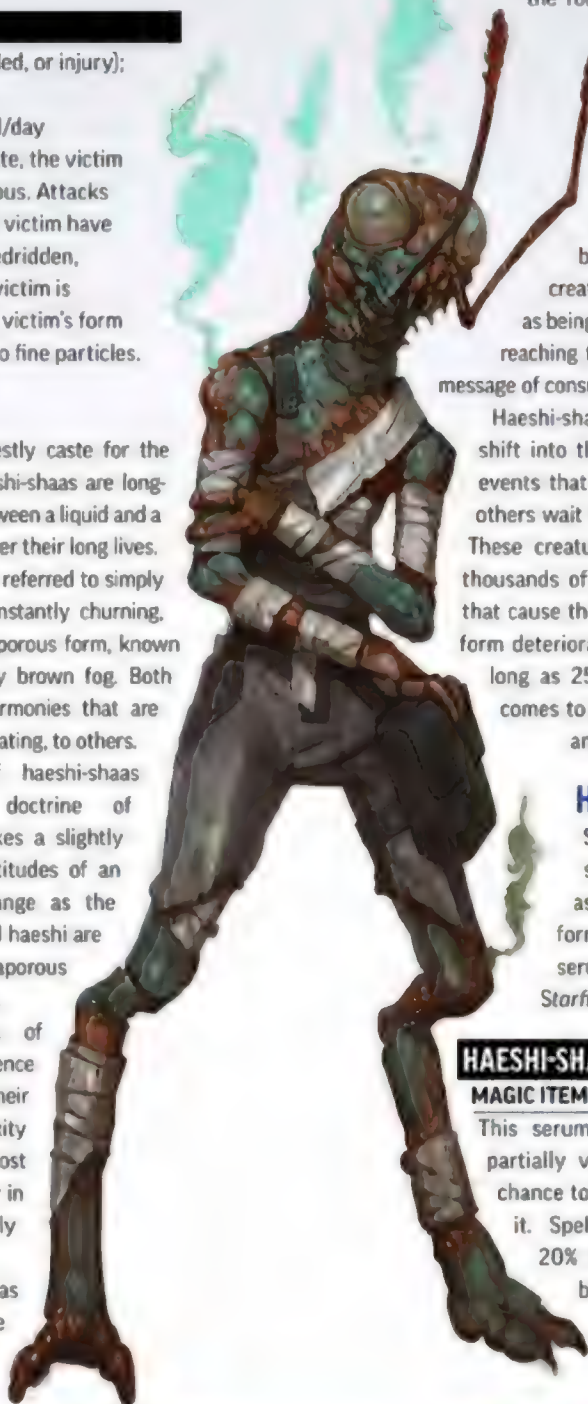
Scientist-priests of Yaraesa have synthesized a serum that conveys aspects of haeshi-shaas' vaporous form. This follows the rules for serums presented on page 225 of the *Starfinder Core Rulebook*.

HAESHI-SHAA SERUM

LEVEL 14

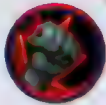
MAGIC ITEM **PRICE** 10,500 **BULK** L

This serum causes a creature to become partially vaporous, imparting a 20% miss chance to its attacks and attacks targeting it. Spells the creature casts have a 20% chance to fail, and the creature becomes immune to critical hits. The effects of this serum last for 1 minute.



HAESHI-SHAA

HASHUKAYAK



HASHUKAYAK
CR 5
XP 1,600

HASHUKAYAK**CR 5****XP 1,600**

N Large animal

Init +0; **Senses** blindsense (scent) 60 ft., low-light vision; see sexual dimorphism; **Perception** +10**DEFENSE****HP 70****EAC** 17; **KAC** 19; see sexual dimorphism**Fort** +9; **Ref** +8; **Will** +5**OFFENSE****Speed** 30 ft.; see sexual dimorphism**Melee** slam +14 (2d6+7 B; critical knockdown) or gore +13 (3d6+6 P; critical bleed 1d6); see sexual dimorphism**Space** 10 ft.; **Reach** 5 ft.**Offensive Abilities** trample (2d6+7 B, DC 13)**STATISTICS****Str** +5; **Dex** +0; **Con** +4; **Int** -4; **Wis** +2; **Cha** -1**Skills** Athletics +10; see sexual dimorphism**ECOLOGY****Environment** temperate plains or hills (Orikolai)**Organization** solitary, gang (2-9 males), or herd (5-20 females and young)**SPECIAL ABILITIES**

Sexual Dimorphism (Ex) Male and female hashukayaks manifest different physical traits during adolescence, and an adult gains several additional abilities that modify the statistics above.

Males develop a voluminous ruff of fur along their necks, front shoulder joints, and humps. They are also heavier, with stout horns growing from their heads and front shoulders. These adaptations grant a male hashukayak a gore attack (included in the statistics above), a +1 bonus to KAC, and a +15 bonus to Intimidate checks.

Female hashukayaks are less massive, more adaptable, and far swifter. Their fur ruffs extend only across their necks but connect to dense arrays of nerve cells that help detect smells, wind, and movement. These adaptations grant a female hashukayak a +1 bonus to EAC, a 40-foot land speed, blindsense (vibration) with a range of 30 feet, and a +10 bonus to Survival checks.

Due to its rare ring shape, the planet Orikolai is a place of diverse environments, variable gravity, and extreme seasons where one side of the planet is in constant light for hundreds of days at a time while the other side is in perpetual gloom. Whereas some species hibernate or have evolved to spend months at a time in darkness, hashukayaks tirelessly migrate from one side of the ring to the other in pursuit of sunlight and the lush plants on which they feed. These massive beasts are a keystone species, serving as prey for many of the planet's large carnivores, dispersing seeds over huge areas, and cropping grasses to make way for new growth.

Although hashukayaks demonstrate considerable sexual dimorphism, they have many traits in common. Each is an eight-legged herbivore about 10 feet long and 5 feet tall at

the shoulder, weighing about 4,000 pounds in a normal gravity environment (though the gravity on Orikolai is irregular). Hashukayaks store excess fat and water in a double hump at the base of the neck, which they use to store nutrients when crossing less hospitable terrain. A hashukayak's eight eyes can focus independently, and each perceives a different

spectrum of light, allowing the animal to see in dim conditions as well as sense subtle cues in the atmosphere that signal the changing seasons. To handle the reduced oxygen levels and air density toward the planet's rim,

these creatures have a second set of lungs that can inflate and more efficiently process thin air. These lungs also help to keep the animals buoyant in water, making them clumsy but capable swimmers.

A hashukayak primarily feeds on grasses, which it



plucks with eight feeding tentacles arrayed around its mouth. The animal relies on its gizzard and a series of five stomachs to break down the vegetation in several cycles of fermentation aided by its rich, digestive microbiome. Hashukayaks diversify their diet as opportunities allow, digging up roots, breaking into insect colonies to snatch up larvae, or even consuming the occasional carrion. Only in three documented cases have the creatures actively chased down larger fauna to consume, and each incident seemed to be aberrant behavior associated with nutritional deficiencies or high stress.

Adult male and female hashukayaks live different lifestyles and inhabit different territories that overlap only periodically. When most amateur xenobiologists think of hashukayaks, they imagine the female adult, bald but for a narrow band of long hairs around the neck. These sensitive whiskers allow female hashukayaks to sense an array of stimuli, and their leaner bodies allow them to cover large distances to find food or escape predators. Female hashukayaks gather in large herds for protection, traveling with their young. As the long summer ends, these herds migrate from the higher-gravity equator toward the rim, where the planet's divergent tectonic plates form warm lakes and fertile grasslands.

There, the males live year round in the low-gravity plains. Male hashukayaks grow bulkier in this environment, but for all the competitive advantages their mass provides, they have a limited range. In an area with normal gravity, a male moves at half speed and gradually becomes sick and dies as its weight compresses its digestive tract. The front third of a male's body is covered in dense hair, with the greatest concentration around its neck and hump. This shields the animal from the broad horns that males grow and use to battle one another for dominance during the long summers. For all their brutal competition, male hashukayaks become much more docile during the transitional season, when the migratory females and juveniles travel to the rim. At that time, dominant males use their feeding tentacles to build elaborate altars or bowers made of logs, dried grasses, and smoothed pebbles. The fancier the installation and its contents, the more attractive the male, and accomplished architects can mate numerous times in a season.

GRAVITY SERUM

Pharmaceutical experts have developed ways to adapt the contents of hashukayaks' sundry glands to grant consumers some of the creatures'

resilience in high-gravity environments. Regularly consuming this *gravity serum* can lead to increased bone density and muscle growth, making it a popular supplement for athletes. However, the long-term effects of this serum remain untested, with apocryphal reports of unseemly hair growth and difficulty processing meat. Many sports leagues ban the substance on principle.

This follows the rules for serums presented on page 225 of the *Starfinder Core Rulebook*.

GRAVITY SERUM

LEVEL 3

MAGIC ITEM

PRICE 320

BULK L

Gravity serum is a combination of hashukayak hormones and proteins that have been magically stabilized and adapted for use by a wide variety of life-forms. For 1 hour after you consume a *gravity serum*, you treat your Strength as 4 higher for the purposes of determining how much you can carry. Furthermore, while in an area of high gravity, you can move at three-quarters your speed, jump three-quarters as far as normal, and lift three-quarters as much weight, rather than half your normal values. You also reduce the nonlethal bludgeoning damage dealt by extreme gravity environments by half.



HERD ANIMAL



SMALL HERD ANIMAL
CR 1/3
XP 135

SMALL HERD ANIMAL**CR 1/3**

XP 135

N Small animal

Init +2; Senses low-light vision; Perception +3

DEFENSE**HP 6**

EAC 10; KAC 12

Fort +2; Ref +3; Will +1

OFFENSE

Speed 30 ft.

Melee natural weapon +2 (1d4 B)

STATISTICS

Str -2; Dex +2; Con +0; Int -4; Wis +1; Cha -2

Skills Acrobatics +3

ECOLOGY

Environment any

Organization solitary, pair, or herd (4-40)

MEDIUM HERD ANIMAL**CR 1/2**

XP 200

N Medium animal

Init +2; Senses low-light vision; Perception +4

DEFENSE**HP 13**

EAC 10; KAC 12

Fort +3; Ref +4; Will +1

OFFENSE

Speed 40 ft.

Melee natural weapon +4 (1d6+1 B)

MEDIUM HERD ANIMAL**CR 1/2**

XP 200

N Medium animal

Init +2; Senses low-light vision; Perception +4

DEFENSE**HP 13**

EAC 10; KAC 12

Fort +3; Ref +4; Will +1

OFFENSE

Speed 40 ft.

Melee natural weapon +4 (1d6+1 B)

MEDIUM HERD ANIMAL**CR 1/2**

XP 200

N Medium animal

Init +2; Senses low-light vision; Perception +4

DEFENSE**HP 13**

EAC 10; KAC 12

Fort +3; Ref +4; Will +1

OFFENSE

Speed 40 ft.

Melee natural weapon +4 (1d6+1 B)

MEDIUM HERD ANIMAL**CR 1/2**

XP 200

N Medium animal

Init +2; Senses low-light vision; Perception +4

DEFENSE**HP 13**

EAC 10; KAC 12

Fort +3; Ref +4; Will +1

OFFENSE

Speed 40 ft.

Melee natural weapon +4 (1d6+1 B)

STATISTICS

Str +1; Dex +2; Con +1; Int -4; Wis +1; Cha -2

Skills Athletics +4

ECOLOGY

Environment any

Organization solitary, pair, or herd (3-30)

LARGE HERD ANIMAL**CR 2**

XP 600

N Large animal

Init +2; Senses low-light vision;

Perception +7

DEFENSE**HP 25**

EAC 13; KAC 15

Fort +6; Ref +6; Will +1

OFFENSE

Speed 40 ft.

Melee natural weapon +9 (1d6+5 B)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str +3; Dex +2; Con +2; Int -4; Wis +1; Cha -2

Skills Athletics +7

ECOLOGY

Environment any

Organization solitary, pair, or herd (3-30)

HUGE HERD ANIMAL**CR 4**

XP 1,200

N Huge animal

Init +0; Senses low-light vision; Perception +10

DEFENSE**HP 50**

EAC 16; KAC 18

Fort +9; Ref +6; Will +4

OFFENSE

Speed 30 ft.

Melee natural weapon +11 (1d6+9 B)

Space 15 ft.; Reach 15 ft.

STATISTICS

Str +5; Dex +0; Con +3; Int -4; Wis +1; Cha -2

Skills Athletics +15

ECOLOGY

Environment any

Organization solitary, pair, or herd (3-18)

GARGANTUAN HERD ANIMAL**CR 6**

XP 2,400

N Gargantuan animal

Init +0; Senses low-light vision; Perception +13

DEFENSE**HP 90**

EAC 18; KAC 20

Fort +11; Ref +8; Will +6



COLOSSAL HERD ANIMAL
CR 8
XP 4,800

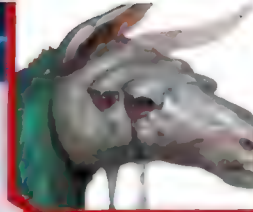
GARGANTUAN HERD ANIMAL
CR 6
XP 2,400

HUGE HERD ANIMAL
CR 4
XP 1,200

LARGE HERD ANIMAL
CR 2
XP 600

MEDIUM HERD ANIMAL
CR 1/2
XP 200

SMALL HERD ANIMAL
CR 1/3
XP 135

**OFFENSE**

Speed 30 ft.

Melee natural weapon +15 (2d4+12 B)

Space 20 ft.; Reach 20 ft.

STATISTICS

Str +6; Dex +0; Con +4; Int -4; Wis +1; Cha -2

Skills Athletics +18

ECOLOGY

Environment any

Organization solitary, pair, or herd (3-12)

COLOSSAL HERD ANIMAL**CR 8**

XP 4,800

N Colossal animal

Init +0; Senses low-light vision; Perception +16

DEFENSE**HP 125**

EAC 20; KAC 22

Fort +13; Ref +10; Will +8

OFFENSE

Speed 30 ft.

Melee natural weapon +18 (3d4+16 B)

Space 30 ft.; Reach 30 ft.

STATISTICS

Str +8; Dex +0; Con +4; Int -4; Wis +1; Cha -2

Skills Athletics +21

ECOLOGY

Environment any

Organization solitary, pair, or herd
(3-12)

From the ruthigs of Castrovel to the wollipeds of Triaxus, herd animals are beasts that gather in social groups comprised entirely of creatures of the same species. Herding behavior allows animals to gather and move together for protection from predators. Most commonly, herd animals are herbivores or docile omnivores. Predator statistics (see page 102) better represent fiercer animals, including aggressive herbivores and omnivores that may or may not move in groups of their own kind.

In the Pact Worlds, the most common herd animals are domesticated. When various species took to exploring and colonizing the stars, they brought their livestock with them. For instance, cattle, goats, and sheep can be found on Absalom Station, as well as on any world where humans have a significant presence. Herd animals in the Pact Worlds serve a variety of purposes in the various societies that

cultivate and support them. Farmers and engineers commonly maintain groups of herd animals to harvest their meat, though keeping herd animals for their shorn fur to create textiles is a more sustainable practice. Other cultivators leverage herd animals as mounts or pack animals, and training these docile creatures can result in large profits for professionals who are particularly skilled in this pursuit.

More rarely, some xenobiologists even cultivate groups of herd animals for scientists and corporations who wish to stabilize wild planets' ecosystems. In this case, interested parties might place large numbers of pack animals in foreign locales to help tame rampant vegetation growth or provide prey for a dying species of predator. The goal of such projects is almost always to improve a planet's suitability for colonization, mining, or farming. However, this practice is often controversial among ethnobiologists, who argue that introducing large populations of non-native species in this manner produces harmful and unforeseen results more often than it aids environments.

CREATING HERD ANIMALS

The herd animals in this entry serve a couple of purposes. Employ them as written when you need statistics for this sort of creature. To create a unique herd animal, use the stat blocks here and your concept as starting points. Decide what type of natural weapon the animal has, from antlers to hooves, altering the damage type to suit the weapon. Then add elements from Appendix 2: Environmental Grafts (see page 138). Tailor anything you want to fit your concept.

SAMPLE HERD ANIMAL

The ruthig is a mammal with six legs, padded feet with toenails, a long and thin neck, an extended jaw with flat teeth, a lengthy and rough tongue, and two pairs of eyes. Its shaggy fur is home to a plethora of algae and moss species, giving the ruthig a mottled green color useful as camouflage in the herbivore's native woodlands.

Wild ruthigs travel in grazing herds, which are less camouflaged during the birthing season when gray-furred young are born. People of Castrovel domesticate the beasts for their honey-sweet milk and succulent meat.

A ruthig is a Medium herd animal that is about 4 feet tall at the withers and 6 feet tall with its head raised high.

On average, a ruthig weighs about 250 pounds. A ruthig can use its bludgeoning kick

as a natural weapon, and it has camouflage when in forested terrain.



HOBGOBLIN



**HOBGOBLIN
TROOPER**
CR1
XP400

**HOBGOBLIN
LIEUTENANT**
CR7
XP3,200

HOBGOBLIN TROOPER**CR1****XP 400**

LE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; **Perception** +5**DEFENSE****HP 20****EAC** 11; **KAC** 13; +1 vs. combat maneuvers**Fort** +3; **Ref** +5; **Will** +1**Defensive Abilities** battle hardened**OFFENSE****Speed** 30 ft. (25 ft. in armor)**Melee** standard taclash +5 (1d4+3 S nonlethal)**Ranged** azimuth laser rifle +8 (1d8+1 F; critical burn 1d6) or stickybomb grenade I +8 (explode [10ft., entangled 2d4 rounds, DC 10])**Space** 5 ft.; **Reach** 5 ft. (10 ft. with standard taclash)**STATISTICS****Str** +2; **Dex** +4; **Con** +1; **Int** +0; **Wis** +0; **Cha** +1**Skills** Athletics +5, Intimidate +5, Stealth +10**Languages** Common, Goblin**Gear** lashunta ringwear I, azimuth laser rifle with 2 batteries (20 charges each), standard taclash, stickybomb grenades I (2)**ECOLOGY****Environment** any**Organization** solitary, pair, advance unit (3–6 plus 1 kanabo commando [see page 88]), squad (3–12), warband (4–16 plus 1 hobgoblin lieutenant)**SPECIAL ABILITIES****Battle Hardened (Ex)** Hobgoblins are trained for combat from an early age, and they quickly learn that a foe can do much more than just hurt you. Hobgoblins gain a +1 racial bonus to AC against combat maneuvers.**HOBGOBLIN LIEUTENANT****CR7****XP 3,200**

Hobgoblin soldier

LE Medium humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; **Perception** +14**DEFENSE****HP 105****EAC** 19; **KAC** 21; +1 vs. combat maneuvers**Fort** +9; **Ref** +7; **Will** +8**Defensive Abilities** battle hardened**OFFENSE****Speed** 30 ft. (25 ft. in armor)**Melee** sintered longsword +14 (2d8+13 S)**Ranged** corona laser rifle +18 (2d6+7 F; critical burn 1d6) or stickybomb grenade II +17 (explode [15 ft., entangle 2d4 rounds, DC 15])**Offensive Abilities** fighting styles (hit-and-run), furious combatant, nimble fusillade, opening volley**STATISTICS****Str** +4; **Dex** +5; **Con** +2; **Int** +0; **Wis** +0; **Cha** +1**Skills** Athletics +14, Intimidate +14, Stealth +19**Languages** Common, Goblin**Gear** golemforged plating III, corona laser rifle with 2 high-capacity batteries (40 charges each), sintered longsword, stickybomb grenades II (2)**ECOLOGY****Environment** any**Organization** solitary, small command (1–2 plus 4–10 hobgoblin troopers), command unit (3–6 plus 1 ja noi [see page 88])**SPECIAL ABILITIES****Battle Hardened (Ex)** See above.**Furious Combatant (Ex)** When a hobgoblin lieutenant scores a critical hit against a foe, the hobgoblin can attempt an Intimidate check to demoralize that foe as a reaction.



HOBGOBLIN

Hobgoblins are a militant and merciless species that organizes quickly, reproduces rapidly, and adapts well to changing conditions. They are similar in appearance to goblins but are significantly taller and more muscled. While goblins are anarchic and gleefully destructive, though, hobgoblins are highly ordered and do nothing without a purpose.

Most hobgoblin societies are paramilitary states, with no distinction between the government and the chain of command. They can be as small as a single starship crew or as large as a conquered world. However, these governments grant nothing unearned to any hobgoblin, and only those who show an aptitude for more advanced knowledge are given access to it. The young are considered fully trained junior soldiers as young as 14 years old, while some receive secondary education to become technicians, spies, or engineers at 16 years old.

Hobgoblins are believed to have originated on lost Golarion. When the Gap ended, though, hobgoblins already dwelled in numerous solar systems, which suggests that they might have engaged in dangerous generation-ship or suspended-animation expeditions of expansion, or that they had access to powerful interstellar transportation magic.

While many societies were confused and shaken by the Gap, the disparate and widespread hobgoblin nations were almost entirely unaffected by it, and in some cases grew even stronger due to its amnesic effects. When the Gap ended, all hobgoblins still knew their own names and those of their superiors, their military rank and position, that they had earned those ranks through merit, and that their superiors had similarly earned their positions. This formed a strong common attitude that allowed many hobgoblin groups to work together, taking advantage of the confusion and consternation of their neighbors to wage quick, brutal wars of expansion against regions still coming to grips with the Gap.

Additionally, most hobgoblin societies and groups immediately analyzed such things as their religions and social codes, and discarded anything that did not immediately make sense. For example, many hobgoblin societies found they had strict rules forbidding the pursuit of spellcasting knowledge and the use of magic, but this prohibition seemed needlessly limiting after the Gap. Similarly, many hobgoblin groups saw no advantage in worshipping their old gods. For example, many hobgoblin mercenary companies who work for the Veskarium have adopted the worship of Damoritosh.

However, other ancient prohibitions remain to this day, though their origins are lost to the Gap. Whenever hobgoblins and elves first encountered one another in the years after the Gap, violence invariably ensued. Individual hobgoblins sometimes have no special hatred of elves, but for most of the race, elves are reviled and mistrusted creatures not even fit for use as slave labor.

A typical hobgoblin is 5 feet tall and weighs 160 pounds.

RACIAL TRAITS

Ability Adjustments: +2 Dex

Hit Points: 6

Size and Type: Hobgoblins are Medium humanoids with the goblinoid subtype.

Battle Hardened: See page 76.

Darkvision: Hobgoblins have darkvision with a range of 60 feet.

Fearsome: Hobgoblins gain a +2 racial bonus to Intimidate checks.

Sneaky: Hobgoblins gain a +2 racial bonus to Stealth checks.



KHEFAK



KHEFAK
CR 1/3
XP 135

THASTERON
KHEFAK
CR 3
XP 800

KHEFAK**CR 1/3****XP 135**

N Small vermin

Init +1; Senses blindsense (vibration) 30 ft., darkvision 60 ft.; Perception +3

DEFENSE**HP 6**

EAC 10; KAC 12

Fort +3; Ref +1; Will +0

Immunities radiation

OFFENSE

Speed 20 ft., burrow 5 ft., climb 20 ft.

Melee claw +4 (1d6 S)

Offensive Abilities break objects

STATISTICS

Str +0; Dex +1; Con +3; Int –; Wis +0; Cha –3

Other Abilities consume objects, mindless

ECOLOGY

Environment any (Akiton)

Organization solitary, pair, colony (3–9), or infestation (10–40)

SPECIAL ABILITIES**Break Objects (Ex)** When attacking

an object, a khefak treats that object's hardness as if it were 10 lower.

Consume Objects (Ex) A khefak can eat objects with hardness 10 or lower. A khefak deals 1 damage to an object it's consuming per minute. A khefak is sated and stops feeding on a given day after dealing 50 damage this way.

THASTERON KHEFAK**CR 3****XP 800**

N Medium vermin

Init +2; Senses blindsense (vibration) 30 ft., darkvision 60 ft.; Perception +8

Aura radiation (15 ft., DC 13)

DEFENSE**HP 40**

EAC 14; KAC 16

Fort +7; Ref +5; Will +2

Immunities radiation

OFFENSE

Speed 30 ft., burrow 5 ft., climb 30 ft.

Melee claw +11 (1d6+4 S)

Offensive Abilities break objects

STATISTICS

Str +1; Dex +2; Con +4; Int –; Wis +0; Cha –3

Other Abilities consume objects, mindless

ECOLOGY

Environment any (Akiton)

Organization solitary, pair, colony (1–3 plus 3–9 khefaks), or infestation (2–8 plus 10–40 khefaks)

SPECIAL ABILITIES**Aura of Radiation (Ex)** A thasteron

khefak's aura is an emanation of low radiation.

Break Objects (Ex) When attacking an object, a thasteron khefak treats that object's hardness as if it were 15 lower.

Consume Objects (Ex) A thasteron khefak can eat objects with hardness 15 or lower. A thasteron khefak deals 2 damage to the object it's consuming per minute. A thasteron khefak is sated and stops feeding on a given day after dealing 100 damage this way.

Khefaks are a sort of arthropod—similar to a cross between a centipede and crab—with a hard exoskeleton, 20 segmented legs, and front-facing pincers. A long slit runs from the creature's head to its midpoint that functions for eating, birthing, and excretion. A khefak uses its pincers to hack edible materials apart and its legs to sort and shovel



chunks into its maw, which is full of grinding points. A khefak's carapace varies based on diet, but every khefak craves thasteron. Any khefak that consumes thasteron rapidly swells in size, its exoskeleton gaining a crystalline appearance.

Akiton thrived during the years when starships required thasteron for space travel. During that time, a firm called Khefak Biogenetics genetically engineered the first khefaks to consume thasteron rubble, scrap, and dust and then biochemically refine what would be waste material back into usable fuel. When the thasteron market crashed after the advent of Drift travel, Akitonian mining corporations abandoned their mines and refineries along with the khefaks. The arthropods were expected to die with the thasteron market, but they didn't.

Created to reproduce rapidly and adapt to polluted environments, khefaks had no trouble acclimating to their new conditions. Freed from the thasteron facilities, the khefaks began consuming other inorganic materials. As their numbers grew, these pests began to stow away on starfaring vessels and appear on other worlds, but governments' preventive measures have largely restricted khefaks to Akiton.

Khefaks have a high metabolism, devouring plastics, composites, and most metals, but they don't eat soil or similar substances. A khefak must eat many times its weight each day, so a khefak incursion can cause rapid structural damage.

On Akiton, locals hunt khefaks to control their numbers and keep them from invading functioning structures. Although the creatures' flesh isn't edible, khefaks nonetheless make valuable targets because the creatures incorporate minerals they eat into their carapace plates and refine some substances into a purer form. Scavengers kill the creatures for bounties and to collect enough shells to sell as mineral compounds or make useful items.

Khefaks reproduce asexually when they have ample food, producing one offspring every few days. Young provided an adequate source of nutrition grow to maturity within days. When khefaks consume every available scrap, they spread out to new areas. If a source of food can't be located, the khefaks find a safe place to hibernate and can endure for years in this state. Few worlds that have modern societies lack refined materials khefaks can consume, so starvation among these creatures is rare—on Akiton, it's unheard of.

The survival of the khefak species on Akiton is all but assured, since some locals raise and train the creatures. Trainers transport khefaks to abandoned areas and release them to pick through ruins. The released khefaks then locate and consume valuable salvage in locations dangerous to other life. The resulting exoskeletons can be harvested for considerable profit. This practice, along with any sort of khefak "farming," is illegal in numerous regions on Akiton.

KHEFAK EXOSKELETONS

Genetic engineers designed the khefak carapace for easy harvest. Within hours of a khefak's death, its connective tissue degenerates, making the carapace easy to hollow out with about 1 minute of work. The carapace can then be refined

for various uses. Depending on the diet of a khefak, its clean exoskeleton has a market value between 5 and 50 credits. A thasteron khefak carapace is worth 30 credits.

KHEFAK ARMOR

The exoskeleton of mature khefaks with a diet of high-quality composites can be used to create corresponding forms of heavy armor. Khefak-based armor diffuses radiation better than normal composites and offers environmental protections providing immunity to medium radiation and a +6 circumstance bonus to the initial saving throw against radiation exposure (not sickness). This bonus is +2 even when the environmental protections aren't functional. If the armor's item level is 7 or higher, its environmental protections work against high radiation, and the saving throw bonus is +9, or +4 when the environmental protections aren't functioning. Armor crafted with khefak exoskeleton components costs 500 credits more than normal.

Thasteron khefak carapaces are even more valuable. Armor of item level 6 or lower that incorporates thasteron khefak carapaces acts as armor of item level 7 or higher composed of normal khefak carapaces. If armor of item level 7 or higher incorporates thasteron khefak carapaces, its environmental protections provide immunity to severe radiation, and the circumstance bonus to saving throws against initial radiation exposure is +12, or +6 when the environmental protections are nonfunctional. Armor crafted of thasteron khefak carapace components costs 2,000 credits more than normal.

KHEFAK



KHEFAK

LIVING APOCALYPSE



LIVING
APOCALYPSE
CR 20
XP 307,200

LIVING APOCALYPSE

CR 20

XP 307,200

CE Colossal ooze

Init +12 **Senses** blindsight (wireless signal) 60 ft., sense through (blindsight) 60 ft., sightless; **Perception** +34

DEFENSE

HP 405

EAC 34; KAC 35

Fort +19; Ref +15; Will +20

DR 20/adamantine; **Immunities** cold, electricity, fire, ooze immunities, radiation; **SR** 31

OFFENSE

Speed 60 ft., fly 60 ft. (Su, perfect)

Ranged apocalypse beam +30 (12d6+20 B plus radioactive exposure)

Space 30 ft.; **Reach** 10 ft.

Offensive Abilities radioactive, radioactive exposure

Spell-Like Abilities (CL 20th; ranged +30)

1/day—chain surge (DC 29), disintegrate (DC 29), gravitational singularity, sympathetic vibration

3/day—greater dispel magic, telekinesis (DC 28), teleport (DC 28)

At will—irradiate (DC 26), wall of fire

STATISTICS

Str +4; **Dex** +12; **Con** +6; **Int** —; **Wis** +4; **Cha** +9

Skills Acrobatics +34 (+42 to fly), Intimidate +39,

Mysticism +39 (to identify spells and other magic effects only)

Other Abilities broadcast, destructive intuition, mindless, pure energy

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Apocalypse Beam (Ex) As an attack, a living apocalypse can blast a target with a focused beam of radiation. This beam has a range increment of 120 feet.

Broadcast (Ex) A living apocalypse can receive and transmit wireless signals as if it had a system-wide comm unit; this also grants the creature its blindsight and sense through abilities. Though a living apocalypse cannot understand or speak any language, it is capable of remembering complex broadcasts it has received and repeating them, though often in a jumbled order or in short snippets, which it sometimes does in an attempt to lure creatures closer to it. A creature attempting to determine the nature of a living apocalypse's broadcast must succeed at a DC 45 Engineering or Sense Motive check, or it misinterprets the signal as an improvised distress call.

Destructive Intuition (Ex) A living apocalypse has an intuitive understanding of magical energy and its own spell-like abilities, despite its otherwise mindless nature. A living apocalypse has a +39 bonus to Mysticism checks to identify spells and other magic effects.

Pure Energy (Ex) A living apocalypse subsists on pure energy that it creates, making it self-sufficient. It does not age, and it does not need to breathe, eat, or sleep. It can survive extremes of cold, heat, pressure, and even the vacuum of outer space.

Radioactive (Ex) The area within 20 feet of a living apocalypse is suffused with high radiation (*Starfinder Core Rulebook* 403). The area within 20 to 40 feet is suffused with medium radiation, and the area within 40 to 60 feet is suffused with low radiation. If a living apocalypse stays within a 1-square-mile area for



APOCALYPSE CRYSTALS

SOLARIAN WEAPON CRYSTAL	LEVEL	PRICE	DAMAGE	CRITICAL	BULK
<i>Apocalypse crystal, shard</i>	1	150	+1	Corrode 1d4	—
<i>Apocalypse crystal, least</i>	5	3,050	+1d4	Corrode 1d6	—
<i>Apocalypse crystal, minor</i>	8	9,500	+1d6	Corrode 1d6	—
<i>Apocalypse crystal, lesser</i>	11	24,900	+2d6	Corrode 1d6	—
<i>Apocalypse crystal, standard</i>	14	74,000	+3d6	Corrode 2d6	—
<i>Apocalypse crystal, greater</i>	17	265,000	+4d6	Corrode 3d6	—
<i>Apocalypse crystal, true</i>	20	776,000	+6d6	Corrode 5d6	—

24 hours, that area becomes suffused with low radiation for as long as the living apocalypse stayed there, even after the creature leaves. If it stays in such an area for 2 days or longer, the area becomes suffused with medium radiation for as long as the living apocalypse was there, which then downgrades to low radiation that lasts for the same duration. If a living apocalypse stays in such an area for a week or more, the area becomes suffused with high radiation, which downgrades to medium and then low radiation after time periods equal to the time the living apocalypse was in the area.

Radioactive Exposure (Ex) A creature struck by the apocalypse beam of a living apocalypse must succeed at a DC 27 Fortitude save or treat all areas of radiation as being one level stronger (from no radiation to low radiation, low to medium, medium to high, or high to severe) for 1 round.

The horrific creature known as a living apocalypse is created when the most powerful destructive energies known to the galaxy are unleashed without constraint or limitation, especially in acts of malice or as a result of criminal negligence. A living apocalypse can be the result of powerful energy generators melting down, the use of doomsday weapons, or even magic experimentation gone horribly awry. The creature is driven by an instinctive need to destroy, and it often takes the form of a massive cloud of impenetrable oily smoke, lit from within by pulsing bolts of green radioactive discharge. A living apocalypse is drawn to high concentrations of life and complex structures, from vibrant rainforests to bustling cities, and attacks them without warning or remorse. Though mindless, a living apocalypse is driven by a supernatural force of anarchic evil to enact ruin. It has been suggested that a living apocalypse is an agent of the Devourer, but even if this is true, Devourer cultists are incapable of intentionally creating or controlling them. Some lifeless worlds are the burned-out remains of civilizations that created a living apocalypse and were totally destroyed by it.



As a creature that is infused with incredible destructive energies, a living apocalypse commands energy rays of pure radioactive force and powerful magic abilities it can employ with instinctual cunning. Though it is unable to form complex plans or comprehend complex chains of cause and effect, a living apocalypse is able to apply its ability to manipulate energy to deal with immediate threats with what seem like carefully considered tactics.

Once a living apocalypse is unleashed in a region, it destroys everything in its path until there is not a complex structure or significant life-form left within hundreds of miles. Because it is mindless, the ooze follows a path dictated by what it can sense at any given moment. If it can't detect anything nearby, it settles in one place, using its broadcast ability both to listen for wireless signals and to send signals out in the hopes of drawing in more victims.

When there is nothing left to destroy and no change for centuries, a living apocalypse eventually goes into a dormant state, often at the bottom of a chasm or within the stormiest region of a world, waiting for centuries for someone to find it. A typical living apocalypse is 30 feet in diameter and weighs 187 tons.

APOCALYPSE CRYSTALS

Regions ravaged by a living apocalypse's radioactivity sometimes develop a form of natural solarian weapon crystal known as an *apocalypse crystal*. While no one is foolish enough to oppose a living apocalypse to search its environs for these crystals, when a living apocalypse moves away from a devastated area it dwelt in for a long period, there is often a "crystal rush." Representatives of solarian academies and other prospectors in environmental suits risk exposure to lingering radiation in hopes of finding any *apocalypse crystals* before anyone else—and before the malevolent nuclear ooze returns.

An *apocalypse crystal* causes the damage dealt by your solarian weapon to function as a force effect. On a critical hit, your target's molecules begin to lose cohesion, inflicting terrible damage.

LIVING
APOCALYPSE

MI-GO



MI-GO
CR 6
XP 2,400



MI-GO
HIGH PRIEST
CR 11
XP 12,800

MI-GO CR 6

XP 2,400

NE Medium plant

Init +3; Senses blindsight (vibration) 30 ft., low-light vision;
Perception +13**DEFENSE** HP 80

EAC 18; KAC 19

Fort +11; Ref +5; Will +5

Defensive Abilities void adaptation; DR 5/slashing; Immunities
cold, plant immunities; Resistances electricity 10, fire 10**OFFENSE**

Speed 30 ft., fly 50 ft. (Su, average)

Melee claw +14 (1d6+7 S plus grab)

Ranged mi-go frostbite-class zero rifle +14 (1d8+5 C; critical
staggered [DC 16])

Offensive Abilities evisceration

STATISTICS

Str +1; Dex +3; Con +2; Int +5; Wis +2; Cha +0

Skills Acrobatics +13, Bluff +18, Engineering +13, Life
Science +18, Medicine +13, Mysticism +18

Languages Aklo, Common, Mi-Go

Other Abilities mi-go technology, spaceflight (Mysticism)

Gear mi-go frostbite-class zero rifle with 2 mi-go high-
capacity batteries (40 charges each)**ECOLOGY**

Environment any

Organization solitary, pair, or scouting party (3-9)

SPECIAL ABILITIES

Evisceration (Ex) A mi-go is capable of performing swift surgical operations upon targets that are helpless or that the mi-go currently has grappled. Against such a target, any hit with the mi-go's claw counts as a critical hit that has the severe wound critical hit effect with a save DC of 16. If the mi-go actually scores a critical hit against such a target, the mi-go rolls the damage three times instead of twice, and the save DC increases to 18.

Mi-Go Technology (Ex) Mi-go use Life Science in place of Engineering to craft technological and hybrid items. These are technological or hybrid biotech items that work like their typical counterparts, except that Life Science is also used to repair them. Species other than mi-go can use Engineering or Life Science to identify this gear, which is alien tech.

MI-GO HIGH PRIEST CR 11

XP 12,800

Mi-go mystic

NE Medium plant

Init +3; Senses blindsight
(vibration) 30 ft., low-light vision;
Perception +20**DEFENSE** HP 155 RP 5

EAC 23; KAC 24

Fort +12; Ref +10; Will +14

Defensive Abilities void adaptation; DR 5/
slashing; Immunities cold, plant immunities;
Resistances electricity 10, fire 10**OFFENSE**

Speed 30 ft., fly 50 ft. (Su, average)

Melee claw +19 (2d10+12 S plus grab)

Ranged mi-go hailstorm-class zero
pistol +19 (2d6+13 C; critical staggered
[DC 20])

Offensive Abilities evisceration

Mystic Spell-Like Abilities (CL 11th)

At will—mindlink, telepathic bond

11/day—mind probe (DC 22)

Mystic Spells Known (CL 11th; ranged +19)

4th (3/day)—confusion (DC 22), mind thrust (DC 22)



3rd (6/day)—charm monster (DC 21), dispel magic, suggestion (DC 21), tongues

2nd (at will)—fog cloud, inflict pain (DC 20)

Connection Akashic

STATISTICS

Str +1; **Dex** +3; **Con** +2; **Int** +5; **Wis** +8; **Cha** +1

Skills Acrobatics +20, Bluff +25, Life Science +20,

Medicine +20, Mysticism +25

Languages Aklo, Common, Mi-Go

Other Abilities access Akashic record, Akashic knowledge, mi-go technology, spaceflight (Mysticism), peer into the future (2/day)

Gear mi-go hailstorm-class zero pistol with 2 mi-go high-capacity batteries (40 charges each)

ECOLOGY

Environment any

Organization solitary, cult (1 plus 3–9 mi-go), or invasion (1–4 plus 6–15 mi-go)

SPECIAL ABILITIES

Visceration (Ex) See page 82. The critical hit effect DC starts at 20, and it increases to 22 if the mi-go scores a critical hit.

Mi-Go Technology (Ex) See page 82.

Mi-go are scientists, explorers, inventors, and colonists, as well as eerie servitors of the Outer Gods and Great Old Ones. These creatures come from deep space and view the universe as a canvas to be controlled and mastered. Their population on any one planet varies, but when counted across the entire galaxy, their numbers are mind-numbing in scale.

Although a mi-go resembles an arthropod, the creature is actually a highly evolved form of fungus. Mi-go can speak in a buzzing voice, but their own language consists of the complex shifting of color patterns upon their bulbous heads. This communication allows for the dissemination of astounding amounts of information quickly, but for those other than mi-go, speaking the language requires special equipment.

Mi-go meld faith and science, magic and technology, and other themes together into an unsettling whole. Most mi-go serve Nyarlathotep or other entities of the Elder Mythos, and their minds work in a fashion alien to typical humanoid thinking. To mi-go, their devotion to their gods isn't admiration, slavery, or worship—it's akin to the relationship between a student and a professor.

Other minions of the Elder Mythos might be allies, but mi-go consider themselves to be superior to most living things. Gifted with supernatural skill in surgery and biotechnology, mi-go can rework the flesh of those they capture with precision, remaking their victims into forms more appropriate for servitude or for truly alien aesthetics. These alien fungi can also keep creatures alive through the most invasive surgical

procedures, so those who fall prey to mi-go don't retain their sanity for long. Using their technology and ability to squeeze into a tighter shape, mi-go construct cunning disguises, replacing those whose brains they've harvested in order to invade societies from within. Only the mi-go know the extent to which they've infiltrated societies throughout the galaxy. A mi-go is the size of a human but weighs only 90 pounds.

MI-GO BRAIN CYLINDER

LEVEL 8

HYBRID ITEM	PRICE 10,000	BULK 1
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The *mi-go brain cylinder* is part of the most infamous mi-go surgical procedure, in which a creature's brain is extracted and made an organic memory bank. The biotech cylinder suspends an extracted brain in a matrix of biotechnological and magical slime that sustains the tissue and suppresses any mental powers the brain has. Inside the cylinder, a brain can survive indefinitely, locked away in its own thoughts. Attachments can allow the brain to see, hear, and speak; mi-go often attach such gear to access the brain's information.

Once a *mi-go brain cylinder* has a speech attachment, it can converse. It has all its skills and memories, but nothing about the cylinder compels the brain to answer questions or to do so truthfully. Most enslaved brains have been conditioned via pain and isolation to be compliant to questioning, but those within newly created cylinders might need coaxing to cooperate. A brain is susceptible to any spell or power it was susceptible to before it became disembodied. Some mi-go have powers that allow them to encourage or force a brain's compliance or to telepathically probe a brain for desired data.

MI-GO HOLLOWSKIN

LEVEL 7

HYBRID ITEM	PRICE 5,500	BULK L
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Mi-go use the body parts of humanoid creatures—predominantly the hollowed head, severed hands, and parts of the neural and circulatory tissue—to create *mi-go hollowskins*. Fungal mycelia connect and strengthen the other portions. Mi-go wear these macabre devices to appear to be the individual from which the humanoid tissue comes. You can wear a *mi-go hollowskin* only if you are Medium or Small. While wearing the skin, you can activate it as a standard action to appear to be the specific person the device was made from, using Mysticism as if it were Disguise for your check. The DC of this check doesn't increase for changes in features, size, race, or creature type except against Perception checks that involve physical examination of body parts other than the hands and head. This altered appearance lasts for 1 hour, after which the *hollowskin* can be activated again.



MI-GO

MOONFLOWER



MOONFLOWER
CR 8
XP 4,800

**MOONFLOWER
TITAN**
CR 16
XP 76,800

MOONFLOWER**CR 8**

XP 4,800

N Huge plant

Init +0; Senses darkvision 60 ft., low-light vision;

Perception +16

DEFENSE

HP 125

EAC 20; KAC 22

Fort +12; Ref +7; Will +10

DR 10/slashing; Immunities electricity, plant immunities;

Resistances cold 10

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee bite +19 (2d6+14 B plus swallow whole)

Multiattack bite +13 (2d6+14 B plus swallow whole),
2 tentacles +13 (1d8+14 B)

Space 15 ft.; Reach 15 ft.

Offensive Abilities light pulse, swallow whole (0 or 4d6 A
[see text], EAC 20, KAC 18, 31 HP)**STATISTICS**

Str +6; Dex +0; Con +4; Int -3; Wis +2; Cha +0

Skills Stealth +16 (+21 in dense vegetation)

Languages telepathy (1 mile, other moonflowers only)

Other Abilities pod spawn

ECOLOGY

Environment any land

Organization solitary, pair, or cluster (3-8)

SPECIAL ABILITIES**Light Pulse (Su)** As a standard action, a moonflower can emit a pulse of bright light from its body. Creatures within 50 feet of and able to see the moonflower must succeed at a DC 16 Fortitude save or be blinded for 1d4 rounds.**Pod Spawn (Ex)** A Small or larger living creature that dies while enclosed in a digestive pod is digested, its body completely destroyed in 1 hour. Another hour later, the pod sprouts into a new moonflower. This new moonflower has features that bear a minor resemblance to the digested creature. Any equipment the digested creature carried remains inside the new moonflower.**Swallow Whole (Ex)** If a moonflower successfully swallows a target, that creature remains inside the moonflower for 2 rounds, during which the victim takes no damage and the moonflower can't swallow another creature. After this time, the target is enclosed in a fibrous digestive pod and expelled into a space adjacent to the moonflower. The pod then acts as the swallowing creature, with the same swallow whole statistics but now able to deal acid damage. A creature can't use Athletics to climb out of this enclosing pod. Other creatures can attack the pod, but the enclosed creature takes damage equal to half the damage dealt to the pod. An external attacker can avoid dealing the enclosed creature damage by using a bladed weapon to make one attack against the pod as a full action.**MOONFLOWER TITAN****CR 16**

XP 76,800

N Gargantuan plant

Init -1; Senses darkvision 60 ft., low-light vision;

Perception +28

DEFENSE

HP 300

EAC 30; KAC 32

Fort +20; Ref +14; Will +18

DR 10/slashing; Immunities electricity, plant immunities;

Resistances cold 10

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.



Melee bite +30 (6d10+26 B plus swallow whole)
Multiattack bite +24 (6d10+26 P plus swallow whole),
 2 tentacles +24 (5d6+26 B)
Space 20 ft.; **Reach** 20 ft.
Offensive Abilities moon pulse, swallow whole (0 or 10d6
 A & B [see text], EAC 30, KAC 28, 75 HP)

STATISTICS

Str +10; **Dex** -1; **Con** +7; **Int** -2; **Wis** +5; **Cha** +0
Skills Stealth +28 (+33 in dense vegetation)
Languages telepathy (10 miles, other moonflowers only)
Other Abilities pod spawn

ECOLOGY

Environment any land
Organization solitary, pair, or grove (1 plus
 2-8 moonflowers)

SPECIAL ABILITIES

Moon Pulse (Su) As a standard action, a moonflower titan can emit a pulse of bright light and psychic static from its body. Each creature within a 50-foot spherical spread originating from the moonflower's space must attempt a DC 22 Fortitude save. Those that fail are blinded, deafened, and unable to use any other sense for 1d4 rounds. Other than the blinding affect, this ability is a mind-affecting effect. A creature that is immune to mind-affecting effects but in the area and able to see the moonflower can be blinded by this effect.

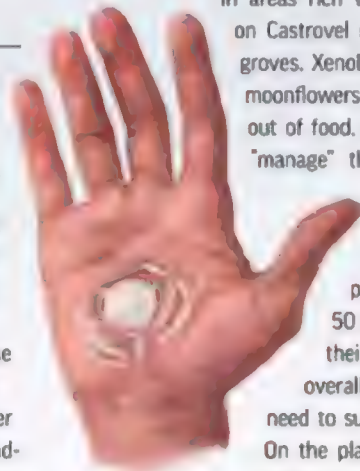
Pod Spawn (Ex) See page 84. A Huge creature transforms into a moonflower titan instead of a moonflower.

Root Tremor (Ex) As a full action, a moonflower titan can thrust its roots and tentacles into the ground, causing a violent tremor. Each creature within a 50-foot-radius spread originating in the moonflower's space must attempt a DC 22 Reflex saving throw. Those that fail take 10d6 bludgeoning damage and fall prone. Creatures that succeed take half the damage and remain standing.

Swallow Whole (Ex) See page 84.

A moonflower is an enormous plant with a twisted, knotted trunk that reaches a height of 20 feet or more. Atop this stem is a maw capable of swallowing large prey. Powerful tendrils at the base of the creature dig deeply into the ground beneath, but these can quickly uproot, allowing the moonflower to move.

Despite their presence on many worlds, moonflowers are poorly understood. They aren't known to communicate with other living creatures, but they do use a bizarre form of telepathy that allows them to communicate with one another. When someone has managed to intrude upon a moonflower's strange thoughts, the only images to be found are of dense forests, jungles, or swamps ruled by sentient plant life. Whether these images mean the creatures share a consciousness, have some type of genetic memory, or portend something entirely different remains unclear.



What is clear is that all moonflowers feed and reproduce through similar means. Biotechnologists have long studied moonflower reproduction for its cloning ramifications and possible application to other fields. The researchers who observe moonflowers usually do so remotely to remain safe, but they have managed to learn quite a bit about the plant's curious life cycle. When a moonflower creates a pod spawn, the root systems of the progenitor and its offspring become intertwined and share the nutrients of the digested creature. In this way, several groves in the Pact Worlds have flourished in areas rich with animal life. The island of Feylonar on Castrovel is home to one of the most well-known groves. Xenobotanists assume some mechanism keeps moonflowers from eating all available life and running out of food, while others speculate that moonflowers "manage" the animal population where they live. However, the truth is unknown.

Some massive moonflower specimens have been dubbed "titans" for their prodigious size and appetites. Growing up to 50 feet in height, these creatures tower over their smaller kin while maintaining a similar overall appearance. The nutrition such creatures need to sustain themselves makes them quite rare. On the planet Galvix, however, where the primary sentient population is humanoid giants, a significant population of moonflower titans thrives. As a response, the native giants have developed hunting traditions around pruning the moonflowers every decade or so to keep their numbers in check. During these times, human-sized and smaller offworlders are invited to try their hands at moonflower hunts.

MOONFLOWER LIGHTGRAFTS

Xenobotanists have long been intrigued by the moonflower's ability to produce powerful bursts of light. After many unsuccessful attempts to harness this capability from moonflower tissue alone, they discovered that grafting a bioengineered light-producing nodule to another living creature could give that host the ability to activate a similar light-burst effect. Given the strange thoughts of moonflowers, however, few customers elect to have such an augmentation installed.

MOONFLOWER LIGHTGRAFT

SYSTEM
Hand

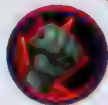
AUGMENTATION BIOTECH

LEVEL 8

PRICE 8,500

This implant can be used to produce light like a flashlight with a 30-foot cone, drawing power from you. In addition, as a standard action, you can raise your augmented hand and create a blinding burst of light in a 30-foot cone-shaped burst extending from your hand. A creature that can see in the burst must succeed at a Fortitude save (DC = 10 + half your level + your Constitution modifier) or be blinded for 1d4 rounds. Once you activate this ability, you can't activate it again that day unless you spend 1 Resolve Point to recharge it.

NYSSHOLORA



**JUVENILE
NYSSHOLORA**
CR 4
XP 1,200

**ADULT
NYSSHOLORA**
CR 11
XP 12,800

JUVENILE NYSSHOLORA

CR 4

XP 1,200

N Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, telepathy sense 60 ft.; **Perception** +10

DEFENSE

HP 50

EAC 16; **KAC** 18

Fort +8; **Ref** +3; **Will** +6

Resistances electricity 5, sonic 5

OFFENSE

Speed 30 ft.

Melee bite +13 (1d6+9 P) or
phasic claws +13 (1d4+9 So) or
tail scourge +13 (1d4+9 E)

Multiattack bite +7 (2d6+9 P), phasic claws +7 (1d4+9 So),
tail scourge +7 (1d4+9 E)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities breath weapon (15-ft. cone, 4d6 So
[see text], Reflex DC 13 half, usable every 1d6 rounds)

STATISTICS

Str +5; **Dex** +0; **Con** +3; **Int** -4; **Wis** +1; **Cha** -2

Skills Athletics +15

ECOLOGY

Environment temperate or warm plains (Castrovel)

Organization solitary, pair, or pack (3-6)

SPECIAL ABILITIES

Breath Weapon (Su) A creature that fails its saving throw against the breath weapon is also staggered for 1 round. This breath weapon ignores an object's hardness.

Phasic Claws (Su) A nyssholora's claws ignore half an object's hardness.

Telepathy Sense (Su) A nyssholora can sense any creature within 60 feet of it that has telepathy, limited telepathy, or a similar ability, such as that from a mystic's *telepathic bond*. This sense works through walls or other obstacles, functioning like blindsense (vibration) and sense through (vibration).

ADULT NYSSHOLORA

CR 11

XP 12,800

N Huge magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, telepathy sense 60 ft.; **Perception** +20

DEFENSE

HP 180

EAC 24; **KAC** 26

Fort +15; **Ref** +10; **Will** +13

Resistances electricity 10, sonic 10

OFFENSE

Speed 40 ft.

Melee bite +24 (4d6+19 P plus swallow whole) or
phasic claws +24 (2d8+19 So; critical wound [DC 18]) or
tail scourge +24 (2d8+19 E)

Multiattack bite +18 (4d6+19 P plus swallow whole), phasic claws +18 (2d8+19 So; critical wound [DC 18]), tail scourge +18 (2d8+19 E)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities breath weapon (30-ft. cone, 11d6 So [see text], Reflex DC 18 half, usable every 1d6 rounds [see text]), swallow whole (4d6+19 B, EAC 24, KAC 22, 45 HP)

STATISTICS

Str +8; **Dex** +0; **Con** +5; **Int** -4; **Wis** +3; **Cha** -2

Skills Athletics +25

ECOLOGY

Environment temperate or warm plains (Castrovel)

Organization solitary, pair, or brood (1-2 adults plus 3-6 juveniles)

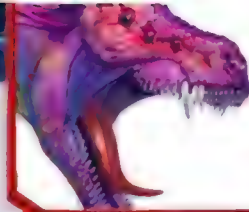
SPECIAL ABILITIES

Phasic Claws (Su) See above.

Breath Weapon (Su) See above. An adult nyssholora can't use its breath weapon if it has a creature grappled in its mouth or for at least 1 round after swallowing a creature.

Telepathy Sense (Su) See above.





NYSSHOLORA

PHASIC SCYTHES (TWO-HANDED ADVANCED MELEE WEAPONS)

UNCATEGORIZED	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Phasic scythe, monophonic	7	6,250	3d4 So	Wound	1	Penetrating, powered (capacity 40, usage 4)
Phasic scythe, harmonic	11	25,000	6d4 So	Wound	1	Penetrating, powered (capacity 40, usage 5)
Phasic scythe, polyphonic	15	112,500	6d8 So	Wound	2	Penetrating, powered (capacity 80, usage 8)
Phasic scythe, multiphonic	19	562,500	10d8 So	Wound	2	Penetrating, powered (capacity 100, usage 10)

Among the most feared and deadly apex predators on Castrovel, a nyssholora is a dinosaur-like monster that stalks the wilderness across both Asana and the Colonies. These fearless hunters eat whatever they can catch and kill. They have plagued lashuntas and formians enough to figure prominently in the mythology of both species for millennia.

A nyssholora resembles a tyrannosaur, standing on its hind legs and counterbalancing its massive head with a long, muscular tail. A nyssholora has a pair of upper appendages with claws that resemble scythe blades, as well as a smaller pair of similar arms the creature uses to mark its territory and communicate its location to offspring, hunting partners, or a mate. A wide maw filled with two rows of fangs dominates the creature's head, and eight beady eyes run in two vertical rows along the bridge of its nose. A wide, flat crest tops its skull, behind which writhe a mass of short, smooth tentacles. A smaller bundle of tentacles tips the nyssholora's tail. These tentacles serve two purposes. First, the nyssholora uses them to collect energy from the atmosphere. Second, they aid the nyssholora in sensing the presence of telepathic prey, including formians and lashuntas. Stealth in the plains is all but impossible for a creature the size of a nyssholora, and it makes little effort to camouflage itself, sporting bright neon striations of yellow and orange across its thick purple or pink hide.

Nyssholoras nest and lay eggs, and both parents keep watch over unhatched young in the treacherous Castrovelian wilderness. Brooding nyssholoras are particularly aggressive, due to hunger and the desire to protect their offspring. When young nyssholoras hatch, they remain in the nest for only a day. They then stay near a parent, learning how to hunt. Juvenile nyssholoras become more and more independent over the course of a month and then set out on their own or in small groups that typically end up breaking up a couple months later. Adult nyssholoras have been known to respond to distress calls of their own offspring up to a year after separation.

The people of Castrovel hunt nyssholoras to keep their numbers down. Big-game hunters collect the beasts' phasic claws, the third segment of the creature's forearms. These bladed talons are sharp, but their real danger is that they vibrate at ultrasonic speeds, creating a blade of concentrated sound waves that precedes the physical structure of the claw as it swipes through the air. This can cut through even

extremely dense materials. Because of these adaptations, Castrovelian scientists have long believed that nyssholoras evolved to hunt prey that had both telepathy and preternaturally strong armor.

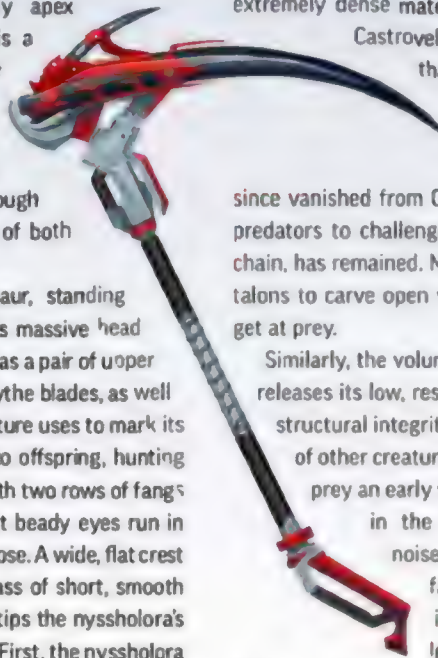
This hypothetical prey has long since vanished from Castrovel, but the nyssholora, lacking predators to challenge its position at the top of the food chain, has remained. More than one nyssholora has used its talons to carve open vehicle hulls or cut into city walls to get at prey.

Similarly, the volume and force with which a nyssholora releases its low, resonant roar are enough to weaken the structural integrity of buildings and concuss the bodies of other creatures. This mighty bellow offers potential prey an early warning to the beast's approach since, in the absence of overwhelming ambient noise, a nyssholora's cry can be heard as far as 20 miles away. The beast's roar is so iconic that an entire genre of loud, growling music popular among korasha lashuntas adopted its name—originally as an insult from the style's detractors, but quickly embraced by fans. Nyssholoran roar performances can be heard in counterculture hot spots throughout the Pact Worlds.

In its horizontal walking pose, an adult nyssholora is 15 feet tall at the hip but can stand upright to over 20 feet. The typical adult nyssholora stretches as much as 40 feet from the tip of its tail to its nose and weighs 15 tons, although formian and lashunta legends tell of epic specimens two or three times recorded sizes. Juvenile nyssholoras are less than half the size and weigh almost 2 tons.

PHASIC SCYTHES

With these phasic scythes, weaponsmiths harnessed the nyssholora's ability to oscillate its upper appendages to produce a deadly sonic effect. Using a complex array of internal energy conductors powered by Pact Worlds high-, super-, and ultra-capacity batteries, the technological components of phasic scythes can replicate the nyssholora's nervous system by causing an authentic nyssholora claw to vibrate at similar frequencies to their natural counterparts. These weapons slice through solid matter with wicked efficiency, sometimes leaving their living targets with lasting wounds. These powered blades keep the market for nyssholora hunting lucrative despite the dangers inherent in recovering the raw materials.



ONI



JA NOI
CR 5
XP 1,600

**KANABO
COMMANDO**
CR 3
XP 800

JA NOI

CR 5

XP 1,600

LE Medium outsider (goblinoid, native, oni, shapechanger)

Init +5; Senses darkvision 60 ft., low-light vision;

Perception +11

DEFENSE

HP 84

EAC 17; KAC 19

Fort +7; Ref +7; Will +6

Defensive Abilities regeneration 3 (acid or fire),
serene fighter



DEFENSE

Speed 30 ft. (25 ft. in armor)

Melee tactical sloop hammer +15 (1d10+10 B;
critical knockdown)

Ranged thunderstrike sonic rifle +12 (1d10+5 So; critical
deafen [DC 13])

Space 5 ft.; Reach 5 ft. (10 ft. with tactical sloop hammer)

Spell-Like Abilities (CL 5th)

1/day—flight (3rd level)

3/day—command (DC 12), fear (1st level, DC 12),
supercharge weapon

STATISTICS

Str +5; Dex +3; Con +2; Int +1; Wis +0; Cha +1

Skills Acrobatics +16, Intimidate +11, Stealth +11

Languages Common, Goblin

Other Abilities change shape (Small or Medium humanoid)

Gear lashunta ringwear II, tactical sloop hammer,
thunderstrike sonic rifle with 2 high-capacity batteries
(40 charges each)

ECOLOGY

Environment any

Organization solitary, patrol (2-4), or warband (5-7 plus
8-15 hobgoblin troopers)

SPECIAL ABILITIES

Serene Fighter (Ex) A ja noi is an experienced combatant
and can remain calm even in the face of great adversity.
Once per day, a ja noi can reroll a Will saving throw.

KANABO COMMANDO

CR 3

XP 800

Kanabo soldier

LE Medium outsider (goblinoid, native)

Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

HP 40

EAC 15; KAC 18

Fort +5; Ref +5; Will +4

Defensive Abilities armor savant

DEFENSE

Speed 30 ft. (20 ft. in armor)

Melee carbon steel curveblade +12 (1d10+7 S; critical
bleed 1d6)

Ranged autotarget rifle +9 (1d6+3 P) or

flash grenade I +9 (explode [5 ft., blinded 1d4 rounds,
DC 12])

Offensive Abilities fighting styles (arcane assailant)

Spell-Like Abilities (CL 3rd)

1/day—disguise self, supercharge weapon

STATISTICS

Str +4; Dex +2; Con +1; Int +0; Wis +0; Cha +0

Skills Athletics +13, Intimidate +8, Stealth +8

Languages Common, Goblin

Other Abilities rune of the eldritch knight

Gear golem-forged plating II, autotarget rifle with 50 longarm rounds, carbon steel curveblade, flash grenades I (2)

ECOLOGY

Environment any

Organization solitary, pair, strike vanguard (1 with 2-12 hobgoblin troopers), or elite squad (2-5)

SPECIAL ABILITIES

Armor Savant (Ex) Kanabo have an innate mastery of the use of armor. When wearing armor, they gain a +1 racial bonus to AC. When wearing heavy armor, their armor check penalty is 1 less severe than normal.

Oni are a race of malevolent spirits given physical form. Most oni begin their existence as kami, spirits tasked with the protection of a specific part of the natural world, but for some reason reject their duties and turn to evil. Less often, the souls of particularly vile mortals can become oni upon death. When oni first form, they are intangible, powerless spirits. In places with strong connections to evil, or as a result of unspeakable rituals, these formless spirits can gain physical bodies drawn from a humanoid species, often one predisposed to war—though their spiritual origins also give them the power to shapeshift. There are known to be oni that resemble drow, humans, giants, shirrens, and vesk, but among the most common oni are the ja noi, who have ties to the violent and militarist race of hobgoblins (see page 76).

Ja noi are distinct from hobgoblins in appearance due to their bright-red color, prominent ridges on their brow and forehead, a near-permanent facial grimace, and even greater size and muscular frames. Ja noi stand over 6 feet tall and weigh roughly 220 pounds. A ja noi is particularly driven to experience the sensations of battle, actively seeking to lead armies and build empires. Ja noi fight in close combat if possible, and while perfectly capable of reveling in victory won with starships and huge fighting machines, they take every opportunity to lead infantry assaults and fight in face-to-face confrontations. Ja noi often gather hobgoblin soldiers to fulfill their need to command troops. For their part, hobgoblins normally embrace the presence of a ja noi within their ranks, seeing them as among the most perfect expressions of the hobgoblin form and treating them as mighty heroes.

Some hobgoblin groups interact so closely with ja noi that children are sometimes born to one ja noi parent and one hobgoblin parent. Known as kanabo, a term that means “the strongest,” these oni-blooded goblinoids breed true with both ja noi and other goblinoids. They have innate powers that often make them champions of their people, though they also often develop an independent streak that causes them to reject hobgoblin rules and society. Kanabo share the size of their oni ancestors, but their appearance is much more variable, ranging from stout hobgoblins to forms closer to half-orcs, and some even appear nearly human. The average kanabo is over 6 feet tall and weighs 250 pounds.

RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Con, -2 Int

Hit Points: 6

Size and Type: Kanabo are Medium outsiders with the goblinoid and native subtypes.

Armor Savant: See the kanabo commando stat block.

Darkvision: Kanabo have darkvision with a range of 60 feet.

Kanabo Magic: Kanabo gain the following spell-like abilities. The caster level for these effects is equal to the kanabo's level.

1/day—disguise self, supercharge weapon



ORC



**ORC
TECHNICIAN**
CR 1/2
XP 200

ORC TECHNICIAN**CR 1/2****XP 200**

CE Medium humanoid (orc)

Init +0; Senses darkvision 60 ft.; Perception +4

DEFENSE**HP 12**

EAC 10; KAC 11

Fort +3; Ref +0; Will +0

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4+1 B)

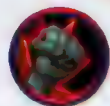
Ranged azimuth laser pistol +3 (1d4 F; critical burn 1d4)

STATISTICS

Str +1; Dex +0; Con +3; Int +2; Wis +0; Cha -1

Skills Computers +9, Engineering +9, Intimidate +4,

Survival +9



**ORC
TROOPER**
CR 5
XP 1,600



Languages Common, Drow, Orc

Gear estex suit I, azimuth laser pistol with 1 battery (20 charges), tactical baton

ECOLOGY

Environment any (Apostae)

Organization solitary, pair, or team (3-6)

SPECIAL ABILITIES

Light Sensitivity (Ex) An orc is dazzled as long as she remains in an area of bright light.

ORC TROOPER**CR 5****XP 1,600**

Orc soldier

CE Medium humanoid (orc)

Init +7; Senses darkvision 60 ft.; Perception +11

DEFENSE**HP 70**

EAC 17; KAC 19

Fort +7; Ref +7; Will +4

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 45 ft. (40 ft. in armor)

Melee fangblade +14 (1d12+7 S; critical bleed 1d8)

Ranged thunderstrike sonic rifle +13 (1d10+3 So; critical deafen [DC 13])

Offensive Abilities charge attack, fighting styles (blitz), rapid response

STATISTICS

Str +5; Dex +2; Con +3; Int +0; Wis +0; Cha -1

Skills Intimidate +11, Survival +16

Languages Common, Orc

Gear officer ceremonial plate, fangblade with 1 battery (20 charges), thunderstrike sonic rifle with 1 high-capacity battery (40 charges); Augmentations adaptive biochain (minimal speed suspension)

ECOLOGY

Environment any (Apostae)

Organization solitary, pair, or squad (3-4)

SPECIAL ABILITIES

Light Sensitivity (Ex) See above.

Orcs are rare, although records suggest they were numerous on lost Golarion. Today, they can be found in greatest numbers on Apostae, where most are drow-held slaves. Over the ages, however, some orcs have gained freedom, creating formidable armed clans on Apostae and a few other worlds in the galaxy, though many free orcs of Apostae remain second-class citizens who still serve the drow as mercenaries, technicians, and laborers.

Few people of the Pact Worlds have ever seen an orc up close, but most people know their reputation as brutal monsters.



ORC

Even the free orcs on Apostae suffer from isolation and drow propaganda, remaining ignorant of wider possibilities. On average, orcs have difficulty with attention, memory, and impulse control. Drow care little for where these tendencies come from, but their centuries-long influence has changed the orcs from the brutes described in pre-Gap histories. The drow have socially engineered their orc chattel to make them useful servants. From an early age, capable orc youngsters have a duty to care for any orcs who require help to survive. Aged or feeble orcs are permitted to endure only to teach the young valuable skills while indoctrinating them with the appropriate regard for their betters. Drow overseers keep watch over these enclaves, with the aid of half-orcs and a few elder orcs rewarded for loyal service with the right to "retire" to teaching positions.

Within orc enclaves on Apostae, a specialized program of reward and punishment accompanies education and tempers orcs for the jobs they are expected to perform. For example, an orc anticipated to be a technician might be conditioned to respond well and even take pleasure in technical work, such that her skill seems abnormally good. A bodyguard could be habituated to extreme ferocity in defense of a ward, belied by an otherwise composed demeanor. When an orc becomes an adult, she moves on to serve the drow house to which she belongs in her trained capacity. There, her conditioned mind keeps her bound better than any chains could.

This social engineering took place for long enough that free orcs display a similar cultural structure. These orcs teach their young with analogous and comparably brutal methods of reward and punishment. The young and weak take on jobs that tougher orcs have the clout and muscle to refuse. Eventually, a young orc might join the ranks of the strong and earn the right to take on responsibilities that garner more prestige. She then sloughs off tasks she considers to be beneath her onto the shoulders of those she sees as lower than her in status.

An orc is ideally suited to her prescribed duties thanks to the extensive conditioning she receives. Her confidence in such areas is also high. An orc trained to scout the caves of Apostae, for instance, is likely

RACIAL TRAITS

Ability Adjustments: +4 Str, -2 Cha

Hit Points: 6

Size and Type: Orcs are Medium humanoids with the orc subtype.

Conditioned Focus: Due to her conditioning, an orc can choose one skill that becomes a class skill for her. If the chosen skill is a class skill from the class she takes at 1st level, she instead gains a +1 bonus to checks with that skill. She also receives an adjustment of +1 to the ability score associated with the chosen skill. In addition, due to her confidence with that skill, once per day, before she attempts a check with the chosen skill, the orc can grant herself a +2 bonus to that check.

Darkvision: Orcs have darkvision with a range of 60 feet.

Fierce Survivalist: Orcs receive a +2 racial bonus to Intimidate and Survival checks.

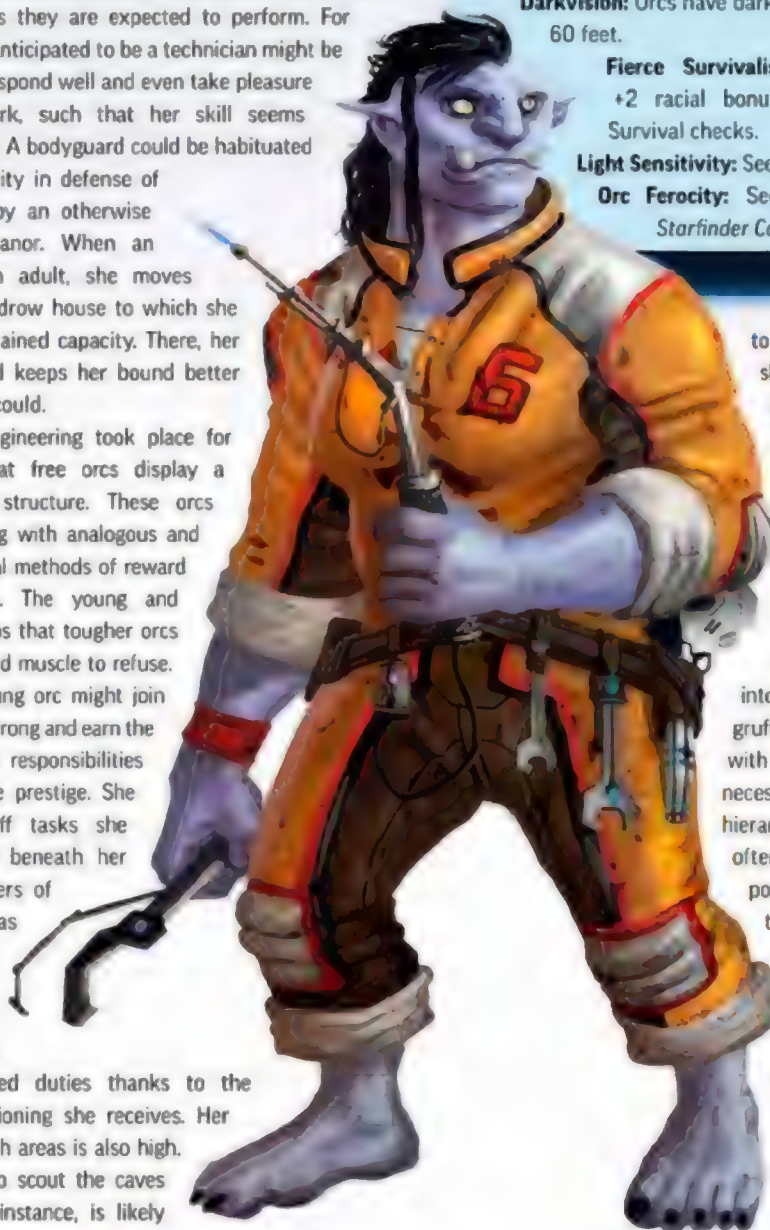
Light Sensitivity: See page 90.

Orc Ferocity: See page 510 of the *Starfinder Core Rulebook*.

to be a sharp climber and shrewd explorer. She also knows enough about the ilee (a lost race native to Apostae) to know when she has made an important discovery.

The social conditions in which most orcs exist often make it challenging for them to assimilate into other cultures. Orcs are gruff and terse, interacting with others only when necessary. An orc without a hierarchy to embrace or reject often struggles to find her position in a pecking order that might not exist.

An orc has large and imposing tusks that jut from her mouth, as well as pointed ears. Most orcs stand around 6 feet tall and weigh 200 pounds or more, with well-defined musculature.



OSHARU



OSHARU
CR 1/2
XP 200



OSHARU
HEADTEACHER
CR 8
XP 4800

OSHARU

CR 1/2

XP 200

LG Medium monstrous humanoid

Init +1; Senses darkvision 60 ft.; Perception +4

DEFENSE

EAC 10; KAC 11

Fort +0; Ref +2; Will +5

Weaknesses susceptible to salt

OFFENSE

Speed 25 ft., swim 25 ft.

Melee unarmed strike +3 (1d3 B nonlethal)

Ranged pulsecaster pistol +5 (1d4 E nonlethal)

STATISTICS

Str +0; Dex +1; Con -1; Int +3; Wis +2; Cha +0

Skills Culture +4, Life Science +9,

Medicine +4, Mysticism +9,

Physical Science +9

Languages Common, Osharu

Other Abilities slime

Gear pulsecaster pistol with 2 batteries
(20 charges each)

ECOLOGY

Environment any

Organization pair or
expedition (3-6 plus
1 headteacher)

SPECIAL ABILITIES

Slime (Ex) As a swift action, an osharu can excrete slime into an empty adjacent square, causing that square to become difficult terrain. An osharu can use this ability 1d4 times per day before she must rest for at least 8 hours to replenish her slime stores.

Susceptible to Salt (Ex) A handful or more of salt or a splash of salt water deals 1d6 damage to an osharu, and full immersion in salt water deals 4d6 damage per round. These effects are negated by the environmental protections built into most armor.

OSHARU HEADTEACHER

CR 8

XP 4,800

Osharu mystic

LN Medium monstrous humanoid

Init +2; Senses darkvision 60 ft.;

Perception +16

DEFENSE

EAC 19; KAC 20

HP 105 RP 4

Fort +7; Ref +9; Will +13

Weaknesses susceptible to salt

DEFENSE

Speed 25 ft., swim 25 ft.

Melee carbon staff +14 (1d8+9 B; critical knockdown)

Ranged corona laser pistol +16 (2d4+8 F; critical burn 1d4)

Mystic Spell-Like Abilities (CL 8th)

At will—mindlink

Mystic Spells Known (CL 8th; ranged +16)

3rd (3/day)—remove affliction, tongues

2nd (6/day)—augury, force blast (DC 19), hurl forcedisk,
zone of truth (DC 19)

1st (at will)—identify, mystic cure

Connection Akashic

STATISTICS

Str +1; Dex +2; Con +0; Int +4; Wis +6;

Cha +2

Skills Culture +16, Life Science +21,

Medicine +16, Mysticism +21, Physical
Science +21, Profession (professor) +16

Languages Common, Osharu

Other Abilities access Akashic record,
Akashic knowledge, peer into the
future (1/day), slime

Gear advanced lashunta tempweave,
carbon staff, corona laser pistol with
2 batteries (20 charges each)

ECOLOGY

Environment any

Organization pair or expedition
(1 headteacher plus 3-6 osharus)

SPECIAL ABILITIES

Slime (Ex) See above.

Susceptible to Salt (Ex) See above.



To the slug-like osharus, religion and science are two sides of the same coin—concepts with the same intrinsic dependencies as life and death. These timid monk-scientists dedicate their lives to studying various fields of science, sharing their discoveries with their fellow osharus and other races that express a passion for epiphany. They dedicate their discoveries to their deity Yaraesa, patron of learning and science.

Osharu settlements are essentially city-sized universities. Individuals involved in similar fields of study group together so they can aid in each others' research, and entire districts spring up naturally around these congregations of

higher learning, equipped with canteens, vast libraries, living quarters, and workstations relevant to their field.

This ultimate quest for knowledge knows no planetary bounds; osharus often embark on fieldwork expeditions to other star systems in order to study foreign planets, stars, or even the emptiness of space itself. They also frequently go on diplomatic missions to exchange knowledge with other intelligent, enlightenment-minded races.

Thought stalwart in mind and faith, osharus are physically delicate. They are harmed not only by salt and salt water, but also have a cumbersome dependence on moisture and humid environments. Exposure to extreme heat or direct sunlight for extended amounts of time without protective magic or armor makes them extremely uncomfortable. Those who aren't magically inclined might even resort to soaking their clothes and carrying large canteens of water for rehydration when exploring even mildly arid biomes.

Despite the osharus' willingness to face great dangers, they are a timid and paranoid race. Their most common fear is that their desire to explore the galaxy and exchange knowledge with other species could ultimately result in their exploitation—or even their eradication. To cope with this paranoia, they flatly refuse to travel beyond the safety of their university-cities while alone, always accompanying at least one other osharu so they can protect and comfort one another. Osharus sometimes develop such a bond with equally sensitive members of other species, establishing a similar system of mutual support.



RACIAL TRAITS

Ability Adjustments: +2 Int, +2 Wis, -2 Con

Hit Points: 2

Size and Type: Osharus are Medium monstrous humanoids.

Darkvision: Osharus have darkvision with a range of 60 feet.

Osharu Movement: Osharus have a land speed of 25 feet and a swim speed of 25 feet.

Pious Scientist: Osharus regard religion and science as a singular concept, using their understanding of each to enhance the other. An osharu can use Life Science to identify creatures normally identified using Mysticism, and vice versa.

Polymath: Osharus spend their lives acquiring vast amounts of knowledge and therefore tend to have applicable information in most situations. Once per day, an osharu can automatically succeed at an attempt to aid another on

an Intelligence-based skill check.

Slime: See page 92.

Susceptible to Salt: See page 92.

The average osharu is 4 feet tall and weighs 140 pounds, though members of the species have a wide variety of colors and patterns. Even two parents with similar patterns or colors can have completely different-looking offspring—it is not unusual for a beige, leopard-spotted osharu to give birth to bright-pink or green tiger-striped progeny. This diversity is celebrated among osharu, and they find the predictability of hereditary outcomes among other humanoid species to be both unusual and fascinating—most of their university-cities have a district dedicated to the study of xenogenetics as a result.

OSHARU

PAHTRA



**PAHTRA
INQUISITIVE**
CR 2
XP 600

PAHTRA INQUISITIVE**CR 2****XP 600**

Pahtra technomancer

N Medium humanoid (pahtra)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +7**DEFENSE****HP 20****EAC** 12; **KAC** 13**Fort** +1; **Ref** +3; **Will** +5**Defensive Abilities** nimble**OFFENSE****Speed** 30 ft.**Melee** tactical baton +4 (1d4+2 B)**Ranged** static arc pistol +6 (1d6+2 E; critical arc 2)**Technomancer Spells Known** (CL 2nd; melee +4, ranged +6)1st (3/day)—*detect tech, jolting surge*0 (at will)—*detect magic, energy ray***STATISTICS****Str** +0; **Dex** +2; **Con** +0; **Int** +4; **Wis** +1; **Cha** +1**Skills** Acrobatics +12, Computers +12,

Mysticism +7, Profession (dancer) +7,

Stealth +12

Languages Common, Pahtra, Vesk**Other Abilities** magic hacks

(quick scan), spell cache

(tattoo)

Gear kasatha microcord I,

static arc pistol with

2 batteries (20 charges

each), tactical baton

ECOLOGY**Environment** any (Vesk-6)**Organization** solitary, pair, or

clowder (3-8)

SPECIAL ABILITIES**Nimble (Ex)** An off-kilter pahtra

doesn't gain the flat-footed

condition or take the normal

penalty to attacks, and she can

steady herself as a swift action

instead of a move action.

PAHTRA STALKER**CR 6****XP 2,400**

Pahtra operative

N Medium humanoid (pahtra)

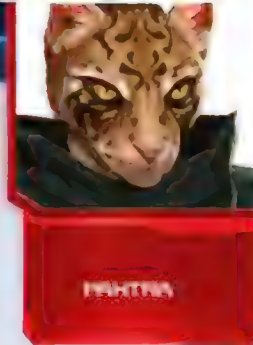
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +14**DEFENSE****HP 82 RP 4****EAC** 18; **KAC** 19**Fort** +5; **Ref** +8; **Will** +9**Defensive Abilities** evasion, nimble**OFFENSE****Speed** 40 ft.**Melee** tactical knife +12 (2d4+6 S)**Ranged** advanced semi-auto pistol +14 (2d6+6 P) or tactical shirren-eye rifle +14 (1d10+6 P)**Offensive Abilities** debilitating trick, trick attack +3d8**STATISTICS****Str** +0; **Dex** +5; **Con** +0; **Int** +3; **Wis** +2; **Cha** +1**Skills** Acrobatics +14, Athletics +19, Bluff +14, Culture +19,

Profession (mercenary) +19, Sense Motive +19, Stealth +19

Languages Common, Pahtra, Vesk**Other Abilities** operative exploits (glimpse the truth, hampering shot), specialization (detective)**Gear** elite stationwear, advanced semi-auto pistol with 24 small arm rounds, tactical knife, tactical shirren-eye rifle with 25 sniper rounds**ECOLOGY****Environment** any (Vesk-6)**Organization** solitary or pair**SPECIAL ABILITIES****Nimble (Ex)** See above.

The catlike pahtras are one of the most prominent species of the Veskarium, natives of a lush world they call Pulonis but that the Veskarium designates as Vesk-6. Their home planet's relatively low gravity and fast predatory species resulted in the pahtra evolving into a lean race with elongated humanoid bodies and limbs. Pahtras' fur ranges in color from tawny brown to shades of black and gray, while their eyes can be virtually any color of the visible spectrum. According to ancient traditions, a pahtra's unique facial pattern indicates her character and potential for achievement. Some pahtra societies still assign adolescent pahtras to a specific social role after a reading of her face patterns by a pahtra mystic. However, the most recent generations of pahtras have begun to resist this often-superficial classification, especially as news reaches Vesk-6 of prominent offworld pahtras who break their supposed type.

While the tradition of assigning status based on facial fur patterns is fading, similarly ancient rites requiring all pahtras, regardless of status, to



participate in a dangerous, weeks-long competition in their 15th year are still very common. Such competitions involve dividing the adolescents into groups of a dozen each and sending them into the jungle. There, they face both natural threats and their peers in survival challenges and war games that result in more than a few casualties each year. The performance of a pahtra in this rite often dictates the trajectory of their social standing thereafter.

Most pahtras are asexual, and a relatively small number of breeding couples bolster the population with litters of six to eight kits at a time. While pahtras frequently form lifelong, loving relationships with a single partner or small set of partners, they cherish individualism above all else. From their first steps, they strive to distinguish themselves from their siblings by developing and perfecting a unique ability. This inclination also makes pahtras highly suspicious of conformism—including that demanded by their vesk overseers—and while they can be deeply distrustful of strangers, they are also very protective of those they consider friends.

Pahtra culture sees music and battle as the two greatest possible career paths, defining all other activities by how they relate to these callings. They also see strong synergies in the two pursuits, using music not just for artistic expression but also to coordinate battles and intimidate their enemies. Pahtras have perfect pitch and are natural musicians, and their music plays a central role in their society. They use arias, ballads, and elaborate musicals to tell the stories of their most legendary warriors, and they play bass- and percussion-heavy music to bolster their morale on the battlefield.

When the first wave of vesk forces arrived on Vesk-6, pahtras were much less advanced technologically, and though their many nations had significant similarities in culture, they were in no way united or uniform. They were ultimately unable to resist the vesk's advanced weapons, starships, and interplanetary empire, but their warrior traditions, knowledge of local terrain, and willingness to fight for their homelands ensured the vesk conquest was neither swift nor easy. Their bold resistance won the pahtras no small amount of respect from the lizard-like race. While some smaller pahtra collectives were destroyed in the war, others formed coalitions and grew into larger and more varied nation-states. In time,

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Cha, -2 Str

Hit Points: 4

Size and Type: Pahtras are Medium humanoids with the pahtra subtype.

Pahtra Senses: Pahtras have darkvision with a range of 60 feet and low-light vision.

Nimble: See page 94.

Talented: Pahtras gain a +2 racial bonus to Acrobatics checks, Stealth checks, and checks with one Profession of their choice.

Wary: Pahtras gain a +2 racial bonus against charm and compulsion effects.



all these major pahtra nations signed treaties with the Veskarium, accepting vesk rule and a host of Veskarium regulations in return for largely maintaining self-rule in local matters. Only the enormous Command 6 military base that serves as the capital of Vesk-6 and base of operations for the planet's vesk high despot is ruled entirely by vesk officers and officials; more remote regions are generally overseen by a consul who works with local pahtra governments. While most such consuls are retired vesk officers, a few pahtra consuls also exist.

Vesk-6 and its people are now unquestionably part of the Veskarium, but most pahtra uphold their cultural traditions, trusting in their ancient ways of life to keep them distinct (and often far away) from the vesk ruling class. Some groups seek to punish the vesk for their conquest, even seeking to expel their conquerors and reclaim Pulonis as their own, but such efforts rarely do more than draw the ire of legions of Veskarium peacekeepers.

Most pahtras who refuse to live under vesk rule instead take advantage of the opportunities presented by the Veskarium's alliance with the Pact Worlds, and travel far from their home planet to try their luck as explorers, mercenaries, musicians, or seers.

PHENTOMITE



PHENTOMITE
CR 1/2
XP 200

PHENTOMITE
BRIDGER
CR 6
XP 2,400

PHENTOMITE

CR 1/2

XP 200

NG Medium humanoid (phentomite)

Init +3; Senses darkvision 60 ft.; Perception +9

DEFENSE

HP 12

EAC 10; KAC 11

Fort +0; Ref +3; Will +2

Defensive Abilities acclimated

OFFENSE

Speed 30 ft.

Melee club +2 (1d6+1 B)

Ranged tactical semi-auto pistol +4 (1d6 P)

STATISTICS

Str +1; Dex +3; Con +0; Int +1; Wis +2; Cha +0

Skills Acrobatics +9, Athletics +9, Culture +4, Engineering +4, Survival +9

Languages Orrian

Other Abilities heat tracker

Gear club, tactical semi-auto pistol with 18 small arm rounds

ECOLOGY

Environment any (Orry)

Organization solitary or raft (2-5)

SPECIAL ABILITIES

Acclimated (Ex) Phentomites are acclimated to thin atmospheres and high altitudes (*Core Rulebook* 396-397), and they count as Small creatures for the purpose of slow suffocation (*Core Rulebook* 404).

Heat Tracker (Ex) As a full action, a phentomite can alter her vision to detect the latent heat trails left by passing creatures. This allows the phentomite to use the Perception skill to perform the follow tracks task of the Survival skill and also functions as the tracking universal creature rule. While this ability is active, the phentomite takes a -1 penalty to Reflex saving throws. The phentomite can deactivate this ability as a move action.

PHENTOMITE BRIDGER

CR 6

XP 2,400

Phentomite operative

NG Medium humanoid (phentomite)

Init +7; Senses darkvision 60 ft.; Perception +19

DEFENSE

HP 80

EAC 18; KAC 19

Fort +5; Ref +12; Will +5

Defensive Abilities acclimated, evasion

OFFENSE

Speed 40 ft., climb 30 ft., swim 30 ft.

Melee tactical knife +12 (2d4+8 S)

Ranged tactical semi-auto pistol +14 (1d6+6 P) or tactical shirren-eye rifle +14 (1d10+6 P)

Offensive Abilities debilitating trick, trick attack +3d8

STATISTICS

Str +2; Dex +5; Con +0; Int +2; Wis +3; Cha +0

Skills Acrobatics +19, Athletics +19 (+27 to climb or swim), Culture +14, Engineering +14, Survival +19

Languages Orrian

Other Abilities heat tracker, operative exploits (sure-footed), specialization (daredevil)

Gear elite stationwear, tactical knife, tactical semi-auto pistol with 27 small arm rounds, tactical shirren-eye rifle with 20 sniper rounds

ECOLOGY

Environment any (Orry)

Organization solitary or pair

SPECIAL ABILITIES

Acclimated (Ex) See above.

Heat Tracker (Ex) See above.

Phentomites are native inhabitants of Orry, an unusual cluster of landmasses floating in regular orbits around a gravitational anomaly in Near Space. Thousands of years ago, the planet Orry was a technomagical utopia, but a massive industrial accident caused much of the world's mass to explode into space. However, mystical gravitational forces created in this disaster allowed the land that survived to remain inhabitable, albeit with a thin atmosphere. Orry now consists of 10 country-sized landmasses, along with several dozen smaller formations, that slowly rotate around a central





PHENTOMITE

point—sometimes coming within mere feet of one another but never colliding.

Orry's surviving population continued on in the subsequent centuries, though the society lost much of the scientific and magical advancement of its forebears. The phentomites of today live in nations engaged in relatively low-tech artisanship, farming, and trading. They adapted to the low-oxygen environment much as creatures who live their whole lives at high altitudes do. Their eyes have adjusted to be able to see in the dark, and they've developed specialized nerves that grant limited thermographic vision; the latter might be a mutation caused by arcane fallout from Orry's planet-breaking accident.

The typical phentomite is 7 feet tall and weighs 175 pounds. Though mostly blue, a phentomite's skin is striated with other colors, especially across the chest and arms. These streaks vary in coloration between phentomites from different areas of the planet: some have green and yellow bands, while others have red and purple lines of color. Their backward-bending legs give them a natural ability to jump farther than most humanoids, and their ungual feet grant them purchase on rocky slopes. Phentomites often decorate their large forehead ridges with dangling charms of religious or personal significance.

The farmlands of Orry provide the phentomites with the majority of that world's important resources, food and natural fibers, while the largest landmasses each contain at least a few mines. Phentomite cities range from the idyllic Niyriki, an artists' enclave on the shores of Lake Eclipse, to the industrious Qabu, full of bustling factories. Roads of an unknown material crisscross each land formation; these remnants of Orry's past have withstood the test of time and are now used by travelers on foot and by wagons pulled by hefty six-legged draft animals.

Travel between the floating islands is made possible by an elite class of phentomites called bridgers, who use death-defying acrobatics to cross the gaps between landmasses and erect temporary rope-and-wood structures. Even with the assistance of bridgers, these trips can take several months to complete, and the largest, slowest-moving islands come close to one another for only a short time each year. Such a journey is incredibly hazardous, as a single slip can send an unfortunate traveler plummeting toward Orry's gravitational anomaly—a certain death.

The Pact Worlds only recently made contact with phentomites. AbadarCorp has constructed a small space station named Harmony-One that orbits Orry. Due to the gravitational anomaly at the heart of the cluster, landing starships on any of the Orry's surfaces is incredibly hazardous. Orry's trade partners have agreed to land offworld vessels only in a phentomite-designated area outside of Zisfahani, Orry's largest city. Travel to other landmasses must then proceed along terrestrial routes, with the aid of local phentomite bridgers.

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Wis, -2 Con

Hit Points: 4

Size and Type: Phentomites are Medium humanoids with the phentomite subtype.

Acclimated: See page 96.

Darkvision: Phentomites have darkvision with a range of 60 feet.

Heat Tracker: See page 96.

Natural Agility: Phentomites gain a +3 racial bonus to Athletics checks to climb or jump.



PLANAR SCION



AASIMAR
CR 1
XP 400

TIEFLING
CR 2
XP 600

AASIMAR**CR 1****XP 400**

Aasimar envoy

NG Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; **Perception** +10**DEFENSE****HP 17****EAC** 11; **KAC** 12**Fort** +1; **Ref** +3; **Will** +4**Resistances** acid 5, cold 5, electricity 5**OFFENSE****Speed** 30 ft.**Melee** tactical dueling sword +4 (1d6 S)**Ranged** azimuth laser pistol +6 (1d4+1 F; critical burn 1d4) or

frag grenade 1 +6 (explode [15 ft., 1d6 P, DC 12]) or

smoke grenade 1 +6 (explode [20 ft., smoke cloud 1 minute, DC 12])

STATISTICS**Str** +0; **Dex** +2; **Con** +0; **Int** +0; **Wis** +1;**Cha** +4**Skills** Culture +5, Diplomacy +10,

Medicine +5, Sense Motive +10

Languages Celestial, Elven,

Common

Other Abilities celestial radiance, envoy improvisation (not in the face [DC 14])**Gear** flight suit stationwear, azimuth laser pistol with 2 batteries (20 charges each), tactical dueling sword, frag grenade 1, smoke grenade 1**ECOLOGY****Environment** any**Organization** solitary, pair, or band (3–6)**SPECIAL ABILITIES****Celestial Radiance** (Su) 1/day; see page 99**TIEFLING****CR 2****XP 600**

Tiefling operative

LE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft.;**Perception** +8**DEFENSE****HP 23****EAC** 13; **KAC** 14**Fort** +0; **Ref** +5; **Will** +3**Defensive Abilities** evasion; **Resistances** cold 5, electricity 5, fire 5**OFFENSE****Speed** 30 ft.**Melee** tactical baton +8 (1d4+1 B)**Ranged** tactical semi-auto pistol +8 (1d6 P) or tactical shirren-eye rifle +8 (1d10 P)**Offensive Abilities** fiendish gloom, trick attack +1d4**STATISTICS****Str** +1; **Dex** +4; **Con** +0; **Int** +2; **Wis** +0; **Cha** +0**Skills** Acrobatics +13, Athletics +8, Bluff +13, Sleight of Hand +8, Stealth +8 (+12 with trick attack)**Languages** Akitonian, Common, Eoxian, Infernal**Other Abilities** operative exploit (uncanny mobility), operative specialization (ghost)**Gear** second skin (jump jets), tactical semi-auto pistol with 45 small arm rounds, tactical baton, tactical shirren-eye rifle with 25 sniper rounds**ECOLOGY****Environment** any**Organization** solitary, pair, or gang (3–6)**SPECIAL ABILITIES****Fiendish Gloom** (Su) 2/day; see page 99

Many kinds of extraplanar beings can infuse humanoid bloodlines, whether as a side effect of powerful magic or the result of a tryst; those in whom extraplanar traits surface strongly are known as planar scions. Aasimars and tieflings, the mortal offspring of celestials and fiends, respectively, are the most common of these. Though planar scions resemble their humanoid kin, their appearance and demeanor bear supernatural touches. Tieflings might have horns, vestigial wings, or cloven hooves, while aasimars may have glowing eyes or a metallic sheen to their hair and skin.

Because of their innate curiosity, humans are more likely to dally with outsiders, and as a consequence, a significant percentage of planar scions living in the Pact Worlds are descended from humans. However, because humans are far less populous than in pre-Gap eras, planar scions descended from other humanoid races are now far more numerous. A planar scion might pass for a member of the humanoid parent's species, or the scion's otherworldly features could make their origin obvious to those who are familiar with the species' normal characteristics. Those whose outsider blood is evident still find acceptance in most major settlements across the Pact Worlds, where diverse beings coexist in peace. On Absalom Station, the hub of interspecies relations, few people bat an eye when they meet an aasimar or tiefling.



PLANAR SCION

However, in insular or tradition-bound communities, any signs of plane-touched heritage can be a blessing—or a death sentence—depending on the dominant traditions. The demon-worshipping drow of Apostae see tieflings as a favor from demonic patrons, while the elves of Sovyrian on Castrovel are likely to banish children who bear such fiendish heritage. The Radiant Cathedral, on the other hand, trains aasimars to become beacons of the Sarenite faith, and also guides tieflings to a brighter future than their heritage suggests. Formians, shobhads, vesk, and other species with flexible morality view aasimars and tieflings, particularly those descended from their own kind, with both admiration and suspicion.

Planar scions are often outliers in their community, either put on a pedestal or ostracized because of their ancestry. The potent blood that courses through the veins of aasimars and tieflings also makes them ambitious; many choose a dangerous but rewarding profession, such as explorer, mercenary, spy, or pilot.

PLANAR SCION TEMPLATE GRAFTS

The following grafts help represent non-human aasimars and tieflings.

Aasimar Template Graft

More imposing and beautiful than their mundane kin, an aasimar has celestial ancestry.

Required Creature Type and Subtype: Outsider (native).

Suggested Alignment: Any nonevil.

Traits: Darkvision 60 ft.; resistance 5 to acid, cold, and electricity; celestial radiance (see the Racial Traits sidebar) usable a number of times per day equal to 1 + half the creature's CR.

Suggested Ability Score Modifiers: Charisma, Wisdom.

Tiefling Template Graft

Fiendish blood grants a tiefling their supernatural defenses and abilities.

Required Creature Type and Subtype: Outsider (native).

Suggested Alignment: Any non-good.

Traits: Darkvision 60 ft.; resistance 5 to cold, electricity, and fire; fiendish gloom (see the Racial Traits sidebar), usable a number of times per day equal to 1 + half the creature's CR.

Suggested Ability Score Modifiers: Dexterity, Intelligence.



RACIAL TRAITS

Hit Points: 4

Size and Type: Planar scions are often Medium, and all are outsiders with the native subtype.

Darkvision: Aasimars and tieflings have darkvision to a range of 60 feet.

Aasimars

Ability Adjustments: +2 Cha

Celestial Radiance: As a standard action, an aasimar can shed light, causing light within 10 feet of him to increase two steps, up to bright, and light for 10 more feet beyond that to increase one step, up to normal. This lasts for 1 minute, but the aasimar can dismiss it as a swift action. Magical darkness can decrease the light level in this area only if it's from an item or creature of a level or CR higher than that of the aasimar. An aasimar can use this ability once per day, plus a number of times equal to half his CR or level.

Celestial Resistance: Aasimars have resistance 5 to acid, cold, and electricity.

Skilled: Naturally eloquent and perceptive, aasimars gain a +2 racial bonus to Diplomacy and Perception checks.

Tieflings

Ability Adjustments: +2 Dex, +2 Int, -2 Cha

Deceitful: Tieflings gain a +2 racial bonus to Bluff and Stealth checks.

Fiendish Gloom: As a standard action, the tiefling causes light within 20 feet of her to decrease one step. This gloom lasts for up to 1 minute, but the tiefling can dismiss it as a swift action. Nonmagical light sources can't increase the light level in this area. Magical light can increase the light level in this area only if it's from an item or creature of a level or CR higher than that of the tiefling. A tiefling can use this ability once per day, plus a number of times equal to half her CR or level.

Fiendish Resistance: Tieflings have resistance 5 to cold, electricity, and fire.

PLASMA OOZE



PLASMA OOZE
CR 16
XP 76,800

PLASMA OOZE

CR 16

XP 76,800

N Gargantuan ooze

Init +5; Senses blindsight (thought) 60 ft., sightless;

Perception +28

Aura electromagnetic field (100 ft., DC 22)

DEFENSE

HP 305

EAC 30; KAC 32

Fort +20; Ref +16; Will +12

Defensive Abilities plasma drain, void adaptation; DR 15/-;

Immunities acid, electricity, fire, ooze immunities;

Resistances cold 30

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee slam +27 (5d8+23 E & F; critical severe wound [DC 22])

Ranged plasma pulse +30 (10d6+16 E & F; critical severe wound [DC 22])

Space 20 ft.; Reach 20 ft.

Offensive Abilities magnetic draw

STATISTICS

Str +7; Dex +5; Con +10; Int -; Wis +0; Cha +0

Skills Acrobatics +28 (+36 to fly), Piloting +28 (to navigate only)

Other Abilities compression, mindless, solar adaptation, spaceflight

ECOLOGY

Environment any solar or vacuum

Organization solitary

SPECIAL ABILITIES

Electromagnetic Field (Ex) A plasma ooze generates a massive electromagnetic field that disrupts electronics and interferes with signals. Electronic signals, such as those employed by comm units, do not function within this area. When a creature activates an object with charges that is in the area, that object must succeed at a DC 22 Reflex save (*Starfinder Core Rulebook* 242) or it is drained of all charges and the

action is lost. A technological construct that begins

its turn in this area must succeed at a DC 22

Reflex save or be staggered and unable to use

energy-based attacks for 1d4 rounds. A creature

or object that succeeds at its saving

throw is immune to the plasma ooze's

electromagnetic field for 24 hours.

Magnetic Draw (Ex) As a move action,

a plasma ooze can draw all Medium

and smaller creatures and unattended

objects of no more than light bulk that

are within 100 feet up to 30 feet toward

itself (Reflex DC 22 negates; this

DC increases by 5 for technological

constructs and technological items).

Plasma Drain (Ex) Once per day as a

full action, a plasma ooze can drain

the charges of plasma weapons within

100 feet to regain a number of Hit

Points equal to the most charges drained

from any one battery. Each weapon can attempt

a DC 22 Reflex saving throw to negate this effect

for that weapon.

Plasma Pulse (Ex) A plasma ooze's plasma pulse is

a ranged attack with a range increment of 60 feet and

the severe wound critical hit effect.



Enormous crackling lattices of electromagnetic energy, plasma oozes are significant threats to even the Pact Worlds' most experienced spacefarers. Usually taking a roughly spherical form, a plasma ooze pulses with a brilliant array of pink, purple, and blue light, connected in a complex network that reaches white-hot intensity at its many nodes. These oozes are most often seen in the immediate vicinity of a star's surface, but explorers have occasionally sighted the mysterious beings hovering near

powerful electromagnetic phenomena in numerous system, both in the vacuum of space and on the surfaces of volatile planetoids. A typical plasma ooze is a rough hemisphere approximately 20 feet in diameter, weighing close to 100 tons.

The origin of these oozes has been hotly debated since before the Gap, with ancient scholars speculating that the creatures originated on the Plane of Fire and were drawn to an inhabited system's sun. However, nearly a century ago, the discovery of deserted cities within the sun of the Pact Worlds—along with modern claims by Plane of Fire natives that yet more civilizations exist in deeper layers of the sun—spawned a host of new theories, as abundant as the oozes are rare.

One of the most popular hypotheses is that the sun's abandoned cities, now called the Burning Archipelago, were the site of an ancient civilization's attempts to harness the power of the star. As proponents of this story would have it, the experimenters were successful in creating the first plasma oozes, but they soon lost control of their creations and were quickly eradicated by the beings. Supposedly, the unleashed plasma oozes not only shut down the technological defenses of their creators, but also wiped out the digitally stored collective knowledge upon which the civilization relied for its continued survival. This version of events, though based almost entirely on conjecture and unable to explain plasma oozes' presence in other systems, is nonetheless often cited by those who caution against an overdependence on technology.

Such theories are met with vehement opposition by Sarenites, many of whom believe the Dawnflower herself created the sun's cities and would not have permitted such a fate to befall them. Some of Sarenrae's worshipers believe that the goddess created the plasma oozes too, making them custodians of the Archipelago and solar sites in other systems, and that whatever emptied the sun's cities did so despite the oozes' protection.

Plasma ooze sightings often occur at the perimeter of a star just before massive flares occur, leading many to believe that the two are connected somehow. Some of Sarenrae's worshipers claim that the oozes themselves draw out such flares in a search for some artifact buried deep with the sun, while more recent evidence points to the flares being involved in their reproduction.

Several centuries ago, shortly after Drift travel became widespread, a small residential starship on a routine trip through the Drift reported encountering an enormous plasma ooze, many times larger than those of the Pact Worlds' sun. Since then, a sighting is made every few decades on average, with the ooze's reported size gradually increasing each time. How the plasma ooze entered the Drift in the first place is an open question; while most agree that the ooze must have

been ripped from the Material Plane by the activation of a Drift engine, some suspect a deeper connection between the ooze and the Drift, normally accessible only by technology granted by the ascended AI god Triune. A few scholars even posit that the creature's distortion of electromagnetic fields somehow granted it access to the Drift.

Plasma oozes' strong electromagnetic field makes them extremely dangerous to encounter in the vacuum of space, since even shielded starships can find themselves adrift after crossing paths with one. Similarly, in the rare instances when a plasma ooze takes up residence on a populated planet's surface, the edges of its territory are often marked by the dusty hulls of disabled vehicles, their former owners having wisely abandoned them to live another day. Few living creatures survive contact with a plasma ooze, but those that do often bear terrible wounds that serve as permanent reminders of such oozes' fearsome power.

A small group of planar scions whose ancestry connects them to the Plane of Fire, and who have served in various military forces, has recently claimed to be actively hunting plasma oozes under the moniker "the Sunkillers." They have stockpiled electricity-resistant armor and defensive gear to complement their natural tolerance for fire, and they are currently amassing powerful sonic weaponry that they are confident will bypass the creatures' formidable defenses. Even with their preparations and experience, they are taking a considerable risk for what seems to be little reward—though anyone who could reliably take on a plasma ooze could likely charge a hefty fee for the service.

PLASMA DIVERTER

An AbadarCorp subsidiary based in the Burning Archipelago has partially reverse-engineered the plasma ooze's plasma-draining capabilities and begun to sell a somewhat unstable prototype plasma diverter in a few select markets.

PLASMA DIVERTER

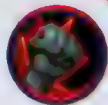
LEVEL 8
TECHNOLOGICAL ITEM
PRICE 4,300
BULK 1

This bandolier emits a low, crackling hum when activated. Whenever an attack from a plasma weapon hits the plasma diverter's user, half of the electricity and half the fire damage (maximum 5 points of each) is prevented and instead restores a number of charges equal to the damage prevented to the plasma diverter's battery. If this would restore more charges than the battery can hold, the battery must succeed at a DC 15 Fortitude saving throw or be destroyed, dealing 1d6 damage to the plasma diverter per excess charge.

A plasma diverter uses a super-capacity battery, and each minute of use (or fraction thereof) consumes 10 charges.


PLASMA OOZE

PREDATOR



**SMALL
PREDATOR**
CR 1/3
XP 135

SMALL PREDATOR

CR 1/3

XP 135

N Small animal

Init +2; Senses low-light vision; Perception +3

DEFENSE

HP 6

EAC 10; KAC 12

Fort +0; Ref +2; Will +1

OFFENSE

Speed 30 ft.

Melee natural weapon +3 (1d4 P or S)

STATISTICS

Str -2; Dex +2; Con +0; Int -4; Wis +1; Cha -2

Skills Acrobatics +3, Athletics +3, Stealth +3

ECOLOGY

Environment any

Organization solitary, pair, or pack (3-21)

**MEDIUM
PREDATOR**
CR 1
XP 400

**PREDATOR
SWARM**
CR 2
XP 600

**LARGE
PREDATOR**
CR 4
XP 1,200

**HUGE
PREDATOR**
CR 7
XP 3,200

**GARGANTUAN
PREDATOR**
CR 10
XP 9,600

**COLOSSAL
PREDATOR**
CR 13
XP 25,600

MEDIUM PREDATOR

CR 1

XP 400

N Medium animal

Init +2; Senses low-light vision; Perception +5

DEFENSE

HP 20

EAC 11; KAC 13

Fort +3; Ref +3; Will +1

OFFENSE

Speed 40 ft.

Melee natural weapon +7 (1d6+2 P or S)

STATISTICS

Str +1; Dex +2; Con +2; Int -4; Wis +1;

Cha -2

Skills Acrobatics +5, Athletics +5,

Stealth +5

ECOLOGY

Environment any

Organization solitary, pair, or pack (3-12)

PREDATOR SWARM

CR 2

XP 600

N Tiny animal (swarm)

Init +1; Senses low-light vision;

Perception +7

DEFENSE

HP 25

EAC 12; KAC 14

Fort +4; Ref +4; Will +1

Defensive Abilities swarm defenses,

unflankable; Immunities swarm

immunities



DEFENSE

Speed 30 ft.

Melee swarm attack (1d6 P or S)

Space 10 ft.; Reach 0 ft.

Offensive Abilities distraction

STATISTICS

Str -2; Dex +1; Con +1; Int -4; Wis +1; Cha -2

Skills Acrobatics +7, Athletics +7, Stealth +7

ECOLOGY

Environment any

Organization solitary, pair, pack (3-6), or infestation (7-12)

LARGE PREDATOR

CR 4

XP 1,200

N Large animal

Init +2; Senses low-light vision; Perception +10

DEFENSE

HP 50

EAC 16; KAC 18

Fort +6; Ref +6; Will +3

OFFENSE

Speed 40 ft.

Melee natural weapon +11 (1d8+7 P or S)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str +4; Dex +2; Con +2; Int -4; Wis +1; Cha -2

Skills Athletics +10

ECOLOGY

Environment any

Organization solitary, pair, or pack (3-12)

HUGE PREDATOR

CR 7

XP 3,200

N Huge animal

Init +2; Senses low-light vision; Perception +14

DEFENSE

HP 105

EAC 19; KAC 21

Fort +9; Ref +7; Will +6

OFFENSE

Speed 40 ft.

Melee natural weapon +16 (2d6+12 P or S)

Space 15 ft.; Reach 15 ft.

STATISTICS

Str +5; Dex +2; Con +4; Int -4; Wis +1; Cha -2

Skills Athletics +14

ECOLOGY

Environment any

Organization solitary, pair, or pack (3-8)

GARGANTUAN PREDATOR

CR 10

XP 9,600

N Gargantuan animal



PREDATOR

Init +1; Senses low-light vision; Perception +19

DEFENSE HP 165

EAC 23; KAC 25

Fort +14; Ref +9; Will +10

OFFENSE

Speed 40 ft.

Melee natural weapon +21 (2d10+17 P or S)

Space 20 ft.; Reach 20 ft.

STATISTICS

Str +7; Dex +1; Con +4; Int -4; Wis +1;

Cha -2

Skills Athletics +19

ECOLOGY

Environment any

Organization solitary, pair, or pack (3-6)



COLOSSAL PREDATOR

CR 13

XP 25,600

N Colossal animal

Init +0; Senses low-light vision; Perception +23

DEFENSE HP 225

EAC 27; KAC 29

Fort +17; Ref +12; Will +13

OFFENSE

Speed 30 ft.

Melee natural weapon +25 (3d12+21 P or S)

Space 30 ft.; Reach 30 ft.

STATISTICS

Str +8; Dex +0; Con +5; Int -4; Wis +1; Cha -2

Skills Athletics +23

ECOLOGY

Environment any

Organization solitary, pair, or pack (3-4)

From the vortex sharks of Kalo-Mahoi to the hoarbats of Verces's Darkside, and from the dire tigers of Castrovel to the tremor worms of Akiton, predators abound in the Pact Worlds and on planets across the galaxy. What unites these disparate species is that their diets include the meat of other creatures and that they hunt and kill to acquire this food. On planets where sapient species are dominant, predators have learned that weapon-wielding creatures can be deadly prey. Other predators, deprived of such contact, often see sentient explorers as an unfamiliar form of potential sustenance, making confrontations inevitable.

Predators come in all shapes and sizes, limited only by the environment where they are found. Bigger predators rely on abundant food, cycles of inactivity, an omnivorous diet, or a combination of these. Smaller predators have fewer requirements and can be equally dangerous; even very small animals can evolve pack tactics to overwhelm larger and stronger creatures. Some of these swarms, such as the flying

viper eels of Bretheda, strip flesh from bone as they move over and around prey.

CREATING PREDATORS

The predators in this entry serve a couple of purposes. Employ them as written when you need statistics for this sort of creature. To create a unique predator, use the stat blocks here and your concept as starting points. Decide what type of natural weapon the animal has, from claws to slams, altering the damage type to suit the weapon. Then add elements from Appendix 2: Environmental Grafts (see page 138). Tailor anything you want to fit your concept.

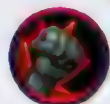
SAMPLE PREDATOR

The vortex shark is a slim, cartilaginous fish that lives in the depths of Kalo-Mahoi's oceans. The creature is bioluminescent and has a four-part jaw with rows of hooked teeth. A vortex shark's natural weapon is a bite that deals slashing damage, has the bleed 1d6 critical hit effect, and allows the shark's teeth to grab ahold of a target. The female of the species grows larger than the male and lays eggs in pouches she leaves behind. Young fend for themselves when they hatch, catching weaker siblings for a first meal. An adult vortex shark is a Large aquatic predator, averaging 12 feet in length and 1,000 pounds in weight. The sharks can breathe only water and have a land speed of 0 feet and a swim speed of 60 feet. Living in Kalo-Mahoi's seas has inured them to cold (resistance 5 to cold), and they have blindsense (scent) out to 30 feet and the tracking (scent) special ability for waterborne prey, which they use mostly to hunt bleeding creatures.

QUORLU



QUORLU
CR 2
XP 600



QUORLU
SAPPER
CR 9
XP 6,400

QUORLU

CR 2

XP 600

N Medium monstrous humanoid

Init +0; Senses darkvision 60 ft., low-light vision;

Perception +12

DEFENSE

HP 23

EAC 13; KAC 14; +4 vs. bull rush, reposition, trip

Fort +3; Ref +1; Will +7; +2 vs. bleed

Defensive Abilities endothermic, lithic, stable, unflankable;

Immunities disease, poison; Resistances fire 5

Weaknesses susceptible to cold

OFFENSE

Speed 25 ft.

Melee mk 1 heat-amp gauntlet +9 (1d6+2 B & F; critical burn 1d4)

Ranged static arc pistol +7 (1d6+2 E; critical arc 2)

STATISTICS

Str +0; Dex +0; Con +4; Int +1; Wis +0; Cha +2

Skills Athletics +7, Computers +7, Diplomacy +12, Physical Science +12, Sense Motive +12

Languages Common, Quorlu

Other Abilities multiarmed (3), tunneler

Gear freebooter armor I, heat-amp gauntlet, static arc pistol with 2 batteries (20 charges each)

ECOLOGY

Environment any

Organization solitary, pair, or team (3-5)

SPECIAL ABILITIES

Endothermic (Ex) A quorlu has resistance 5 to fire that stacks with one other source of fire resistance.**Lithic (Ex)** A quorlu's silicon-based physiology grants it immunity to disease and poison, and it gains no benefit from drugs, medicinals, and similar nonmagical substances. It also gains a +2 racial bonus to saving throws against bleed effects. A quorlu doesn't breathe or suffer the normal environmental effects of being in a vacuum.**Stable (Ex)** A quorlu gains a +4 racial bonus to AC against combat maneuvers to bull rush, reposition, or trip.**Susceptible to Cold (Ex)** When a quorlu takes cold damage, it becomes fatigued for 1 round. This effect doesn't cause a fatigued quorlu to become exhausted.**Tunneler (Ex)** A quorlu can dig through soil at a rate of 5 feet per minute. A quorlu can use this ability combined with its internal heat to dig through stone at a rate of 1 foot per minute. When it digs, a quorlu can leave a tunnel behind.

QUORLU SAPPER

CR 9

XP 6,400

Quorlu soldier

N Medium monstrous humanoid

Init +1; Senses darkvision 60 ft., low-light vision;

Perception +22

DEFENSE

HP 145 RP 4

EAC 22; KAC 24; +4 vs. bull rush, reposition, trip

Fort +11; Ref +9; Will +10; +2 vs. bleed

Defensive Abilities endothermic, lithic, stable, unflankable; Immunities disease, poison;

Resistances fire 5

Weaknesses susceptible to cold

OFFENSE

Speed 25 ft.

Melee mk 2 heat-amp gauntlet +18

(2d6+12 B & F; critical burn 1d8)

Ranged red star plasma cannon +21

(explode [5 ft., 2d10+9 E & F, DC 16]; critical burn 1d8) or

frag grenade III +21 (explode [15 ft., 4d6 P, DC 16])

Offensive Abilities debilitating attack (DC 16, 3 rounds), fighting styles (bombard, hit-and-run), gear boosts (plasma immolation [1d8], powerful explosive), grenade expert (35 ft.), heavy fire (+3 damage), opening volley

STATISTICS

Str +3; Dex +4; Con +6; Int +1; Wis +0; Cha +1

Skills Athletics +22, Engineering +17, Intimidate +17

Languages Common, Quorlu





HEAT-AMP GAUNTLETS (ONE-HANDED ADVANCED MELEE WEAPONS)

FLAME	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Heat-amp gauntlet, mk 1	2	500	1d6 B & F	Burn 1d4	1	Powered (capacity 20, usage 1)
Heat-amp gauntlet, mk 2	7	7,500	2d6 B & F	Burn 1d6	1	Powered (capacity 20, usage 1)
Heat-amp gauntlet, mk 3	12	33,200	5d6 B & F	Burn 2d6	1	Powered (capacity 20, usage 1)
Heat-amp gauntlet, mk 4	16	178,250	10d6 B & F	Burn 2d8	1	Powered (capacity 20, usage 1)

Other Abilities multiarmed (3), tunneler

Gear advanced iridishell, mk 2 heat-amp gauntlet, red star plasma cannon with 2 high-capacity batteries (40 charges each), frag grenades III (2), detonator, explosives (frag III [2])

ECOLOGY

Environment any

Organization solitary, pair, or team (3–5)

SPECIAL ABILITIES

Endothermic (Ex) See page 104.

Lithic (Ex) See page 104.

Stable (Ex) See page 104.

Susceptible to Cold (Ex) See page 104.

Tunneler (Ex) See page 104.



Quorlus are quadrupedal, silicon-based creatures that have three tentacular arms and three eyestalks. They hail from Quorlosh, a strange world in the Vast that is highly geologically active but has only a thin atmosphere. Quorlus live in warrens in the planet's exposed stony crust, where they delve for minerals that they consume for sustenance. Their warrens are like the settlements of many humanoids, and their inhabitants conduct crystal farming in which they "grow" gypsum, quartzes, and salts for food. The average quorlu is 4-1/2 feet tall and weighs 350 pounds.

Their planet's violent tectonic activity has instilled quorlus with a cultural acceptance of impermanence and resilience to loss. Quorlus value experiences more than material possessions, though by the standards of other worlds, they have abundant raw wealth. When a lava flow or quake damages a quorlu settlement, the quorlus dig out and repair, though they are too practical to rebuild where destruction is likely to occur again.

Quorlus have a crystalline lithic shell that is vulnerable to certain sonic frequencies. Under this exterior, quorlus' crystal-fiber organ structures float in plasma. At the center is the quorlu's grinding heart, which serves as both a circulatory and a digestive organ and which generates the quorlu's high internal heat. Extreme cold can slow a quorlu's endothermic reactions, momentarily hindering the creature.

Although quorlus can be tough combatants, few truly enjoy battle. Their extant military traditions stem from their engineering customs and emphasize the use of explosives, but they usually prefer peace and positive new experiences. This societal tendency makes them more inclined to be diplomats and explorers than warriors.

RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Cha, -2 Dex

Hit Points: 6

Size and Type: Quorlus are Medium monstrous humanoids.

Endothermic: See page 104.

Lithic: Quorlus gain a +2 racial bonus to saving throws against bleed, disease, and poison effects, and they can't benefit from drugs, medicinals, or similar nonmagical substances. In addition, quorlus don't breathe or suffer the normal environmental effects of being in a vacuum.

Multiarmed (3): See page 151.

Ponderous: Quorlus have a land speed of 25 feet.

Stable: See page 104.

Quorlu Senses: Quorlus have darkvision with a range of 60 feet and low-light vision.

Susceptible to Cold: See page 104.

Tunneler: See page 104.

Unflankable: See page 154.

Supplementing quorlus' peaceful inclinations is the fact that most other sapient species find their voices soothing, especially when those voices are harmonized in song—and quorlus love to sing. Their language is melodic, tonal, and trilling, and it also includes subtle vibrations that shirrrens in particular find especially pleasing thanks to their sensitivity to delicate vibrational shifts. The range of quorlu tones makes their language difficult for non-quorlus to master.

Quorlus can be found throughout the Pact Worlds. They have an enclave and diplomatic corps on Absalom Station, and numerous quorlus join exploration outfits, including the Starfinder Society. Others serve as prospectors in the Diaspora and on inhospitable worlds. Quorlus are quick to volunteer for jobs inherently more hazardous for species that need to breathe or that are more susceptible to poison or disease.

HEAT-AMP GAUNTLETS

Quorlus have developed gauntlets that store and amplify ambient heat, unleashing it in hand-to-hand combat. Notorious for their use of these weapons, quorlu infiltrators and sappers also use heat-amp gauntlets to start fires to hinder their enemies.

RAVAI



RAVAI
CR 6
XP 2,400

RAVAI

CR 6

XP 2,400

N Medium fey (fire)

Init +5; Perception +13

DEFENSE

HP 90 RP 4

EAC 18; KAC 20

Fort +7; Ref +10; Will +8

Immunities electricity, fire, radiation

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee slam +12 (1d8+6 E & F)

Ranged ejection +15 (2d6+5 E & F; critical burn 1d4)

Offensive Abilities flare, grasping vines, implosion

STATISTICS

Str +0; Dex +5; Con +0; Int +2; Wis +1;

Cha +3

Skills Acrobatics +13 (+21 to fly),

Culture +13, Diplomacy +18,

Mysticism +13

Languages Common, First Speech

Other Abilities luminous, no breath,
solar adaptation

ECOLOGY

Environment any solar

Organization solitary,
pair, or cluster (3-9)

SPECIAL ABILITIES

Ejection (Su) A ravai's ejection ranged attack has a range increment of 90 feet.

Flare (Su) Once every 1d6 rounds, as a full action, a ravai can spend 1 Resolve Point to emit a burst of solar energy in a 20-foot-radius spherical spread centered on the ravai. Creatures in the area take 6d8 electricity and fire damage and are blinded for 1 round. A creature that succeeds at a DC 14 Fortitude saving throw takes half the damage and isn't blinded. Creatures that are vulnerable to sunlight take a -6 penalty to this saving throw. Plants that aren't fungi and plant creatures that aren't fungoid

take no damage; instead, this effect restores 6d8 Hit Points to such targets.

Grasping Vines (Su) As a standard action, a ravai can use the xenodruid mystic's grasping vines connection power (Reflex DC 14) as if the ravai were a 6th-level mystic.

Implosion (Su) When killed, a ravai implodes into a gravitational singularity as the forces that hold the creature's body together collapse. This singularity makes one combat maneuver (+10 attack bonus) against creatures within a 60-foot-radius spherical spread from the slain ravai. If the attack is successful, a creature moves 10 feet toward the singularity plus 10 feet for every 5 by which the result exceeds the target's KAC + 8. Creatures drawn into the ravai's space take 6d6 damage and are knocked prone in the nearest unoccupied space. Unattended objects of light bulk or less are automatically drawn into the ravai's space and remain there.

Luminous (Su) A ravai is supernaturally luminous, shining bright light out to a range of 60 feet, normal light for another 60 feet, and dim light for another 60 feet. A magical effect can reduce the light in this area only if from a source that has a higher level or CR than the ravai. As a move action, a ravai can reduce the area of this light by half or return it to normal.

The combustion that occurs within a star is one of the most powerful and vital forces in nature. Through its light and heat, a sun provides energy for life on worlds millions of miles away, and organisms that do not in some way rely on these gifts are rare indeed. It seems only natural, then, that such a crucial process should have associated fey.

Ravais resemble humanoid grasshoppers with gnarled, plantlike elements—every surface glowing a mottled red and yellow like the surface of the sun seen through a dark filter. Despite their constant glow, ravais aren't made of light, at least not as most scientists understand it. Instead, ravais generate strong magnetic fields that condense light into something akin to ordinary matter. This condensed light forms a ravai's physical body and allows it to withstand the internal heat and pressure of even the most massive stars. An average ravai is 5 feet tall



and weighs just 85 pounds. Although they are occasionally mistaken for elementals, ravais have no ties to the Plane of Fire, instead dwelling in mysterious settlements inside the stars of the Material Plane.

As the fey embodiment of a star, a ravai can unleash tremendous destruction with the flaming tendrils that peel off its body like coronal mass ejections. But a ravai's abilities also reflect the nurturing power of solar energy. The same flares of magical energy that might burn an enemy to cinders can also nourish and invigorate plants and other organisms that rely on the sun for energy. Indeed, without resorting to its magical abilities, a ravai can cause nearby plants to bloom and flourish quickly, even in the harshest conditions. First World lore speaks of ancient Material Plane societies that once summoned and bound ravais for terraforming purposes, harnessing and amplifying fey magic with lost technologies. With the advent of Drift travel, some explorers have ventured deeper into the galaxy in search of these ravai-terraformed worlds, but to date, no discoveries have been reported. However, it is said ravais hunt down any who seek to replicate these mislaid methods.

Ravais make their homes inside stars throughout the galaxy, using the immense energies found there to link their Material Plane abodes to similar regions on the First World. However, ravais have a strained relationship with the fey of the First World. Ravai religion holds that their true patron is Apholine the Flame, an Eldest who long ago retreated to live within a sun. Ravais believe that they should follow her model and that she might return to lead them once they fully understand the mystery that led her to withdraw from First World affairs. Until then, they wait, study, and oppose the shadowy fey creatures called ankou, believing the assassin fey to be tainted, umbral reflections of ravai glory, as well as the future architects of a prophesied apocalypse called the Eclipse.

To a ravai, all creatures born in the light of the ravai's star are that fey's metaphorical children. Academically minded ravais take an intense interest in the organisms that arise in their Material Plane solar systems. Through magical scrying and the interception of broadcasts, such ravais carefully study the intelligent species of their chosen system, which ravais dub their wards. A ravai scholar learns its wards' religious practices, magic systems, and popular culture. This knowledge can foster great affection toward members of ward species, but just as often, a ravai observes with scholarly detachment or the excruciating paternalism one might show for a clever but poorly trained pet.

Most ravais stay close to their homes inside stars unless called forth due to great need, summoning magic, or the orders of an Eldest, whom ravais still

begrudgingly revere. There exists, however, a particular caste, faction, or life phase of ravais that is much more likely to be encountered among Material Plane residents. Little is known in specific about these wanderers who leave their solar homes to travel the galaxy. They frequently gather members of other intelligent species, as well as numerous plant creatures, to establish sun cults, study aspects of their wards' cultures, or pursue strange quests. Such wandering ravais are invariably tight mandibled about their motivations, but a recent Starfinder Society report indicates that several different wandering ravais have referred to the act of leaving their home stars as the Tearing, hinting that their missions among Material Plane cultures are at the direction of an interstellar ruling council of ravais called the Prominences.

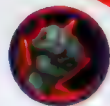


RAVAI

ROBOT



ASSASSIN
ROBOT
CR 9
XP 6,400



SIEGE
ROBOT
CR 15
XP 51,200

ASSASSIN ROBOT

CR 9

XP 6,400

N Medium construct (technological)

Init +6; Senses darkvision 60 ft., low-light vision;

Perception +22

DEFENSE

HP 135

EAC 22; KAC 23

Fort +6; Ref +10; Will +6

Defensive Abilities integrated weapons, retractable weapons; **Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft., climb 40 ft.

Melee microerrated longsword +18
(2d10+13 S; critical bleed 2d6)**Ranged** advanced semi-auto pistol +20
(2d6+9 P) or
advanced shirren-eye
rifle +20 (2d10+9 P)

Offensive Abilities

holographic trick

STATISTICS

Str +4; Dex +6; Con —; Int +1; Wis +2;
Cha +0**Skills** Acrobatics +22, Athletics +17
(+25 to climb), Computers +17,
Stealth +22**Languages** Common**Other Abilities** holographic
camouflage, nanite
repair, target tracking,
unliving**Gear** microerrated
longsword, advanced
semi-auto pistol with
48 small arm rounds,
advanced shirren-eye rifle
with 16 sniper rounds

ECOLOGY

Environment any**Organization** solitary, pair, or team (3–5)

SPECIAL ABILITIES

Holographic Camouflage (Ex) An assassin robot uses advanced sensors in conjunction with a holographic projector to blend in with its surroundings. If the assassin robot remains still for 1 round, it gains a +10 bonus to Stealth checks and is treated as having concealment until it moves out of its square; this doesn't stack with invisibility or similar effects. As a move action, the

robot can amplify this camouflage for up to 10 rounds per day, using the duration in 1-round increments. While the camouflage is amplified, the robot is affected as if by the invisibility spell.

Holographic Trick (Ex) As a full action, an assassin robot can move up to its speed, blurred by holographic camouflage, and then make an attack with a one-handed melee weapon or small arm. After its movement, the robot can attempt a Stealth check; this check is opposed by a Perception check attempted by its target, and if the robot is successful, its target is flat-footed against the attack and takes 5d8 additional damage on a hit.**Nanite Repair (Ex)** An assassin robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR. Once per day as a full action, the robot can regain 6d8 Hit Points.**Retractable Weapons (Ex)** When not in use, each of an assassin robot's weapons is folded inside the robot's body and hidden from sight. A creature unaware of the robot's hidden weapons must succeed at a DC 35 Perception check to notice one. An assassin robot can deploy any or all of its weapons as a swift action or as part of making an attack or full attack. Its weapons are mounted, leaving the robot's hands free, and the robot can't be disarmed of them. As a swift action,

the robot can retract any or all of its weapons.

Target Tracking (Ex) As a move action, an assassin robot can lock on to one target it can see. The tracked target doesn't benefit from concealment against the robot and can't succeed at Bluff checks against the robot to create a diversion. This tracking ends if the tracked target dies or is destroyed, the robot ceases being able to see the target, or the robot ends it as a move action.

SIEGE ROBOT

CR 15

XP 51,200

N Huge construct (technological)

Init +7; Senses darkvision 60 ft., low-light vision, sense through (vision [foliage, gas, and smoke only]) 60 ft.;

Perception +26

DEFENSE

HP 330

EAC 29; KAC 31

Fort +15; Ref +15; Will +11

Defensive Abilities hardened, integrated weapons; **Immunities** construct immunities**Weaknesses** vulnerable to electricity

**OFFENSE**

Speed 60 ft., fly 20 ft. (Ex, clumsy); limited flight

Ranged elite x-gen gun +29 (4d12+15 B & P) or heavy stellar cannon +29 (4d12+15 P; critical wound [DC 21]) or

IMDS missile launcher +29 (13d8+15 B & F)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities autoloader

STATISTICS

Str +9; **Dex** +7; **Con** —; **Int** +1; **Wis** +5; **Cha** +0

Skills Acrobatics +26 (+18 to fly), Engineering +26, Piloting +31

Languages Common

Other Abilities advanced movement, nanite repair, unliving

Gear elite x-gen gun with 400 heavy rounds, heavy stellar cannon with 800 scattergun shells, IMDS missile launcher with 2 advanced missiles

ECOLOGY

Environment any

Organization solitary, pair, or battery (3–8)

SPECIAL ABILITIES

Advanced Movement (Ex) Difficult terrain doesn't hamper a siege robot's movement.

Autoloader (Ex) A siege robot can reload its weapons as part of the same action used to fire them.

Hardened (Ex) A siege robot takes half damage from explosives and collisions.

Limited Flight (Ex) A siege robot's thruster-based flight works in a vacuum, but in gravity, it can fly a maximum of 10 feet above the ground.

Nanite Repair (Ex) A siege robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR. Once per day as a full action, the robot can regain 10d8 Hit Points.

Robots serve a variety of functions. They're often employed in situations where the risks to living beings are too great or emotional responses are a hindrance—notably murder and war.

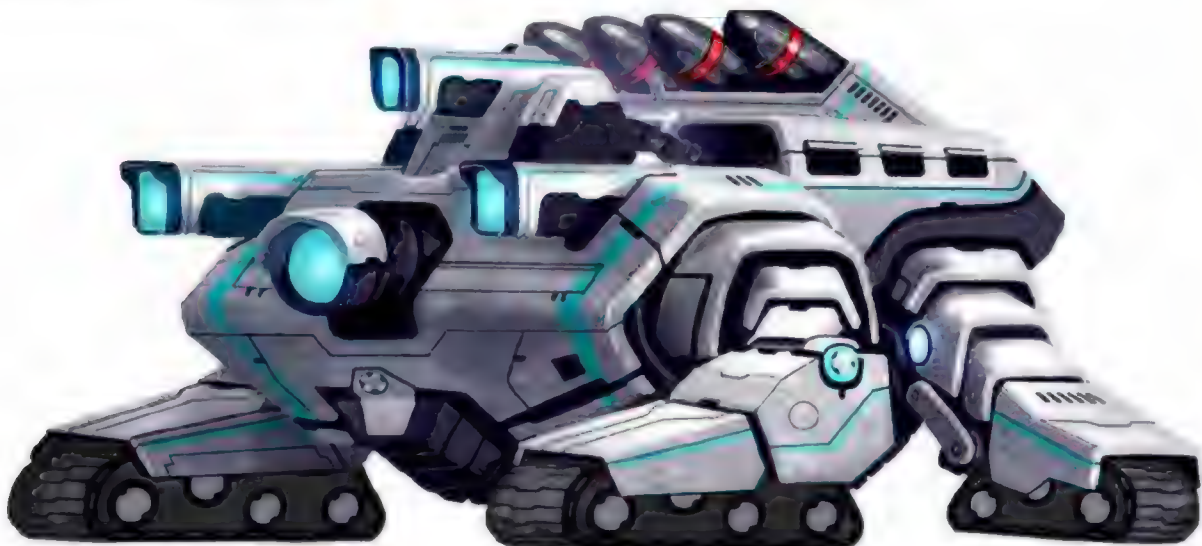
Assassin robots are killing machines useful for stealthy slayings or gruesome public displays. A user can program targets into the robot, dispatch the unit, and rest assured. The robot relentlessly pursues its quarry, fearing nothing and using microfiber setae on its hands and feet to traverse vertical and horizontal surfaces with ease. Whether it succeeds, fails, escapes, or suffers destruction, the robot leaves little evidence behind—an assassin robot that is captured or destroyed automatically purges its memory and burns out its sensitive hardware components, making tracing the robot's mission and origin extremely difficult.

Typical assassin robots are 6 feet tall, weigh 300 pounds, and use the weapons detailed in the stat block on page 108, but they can be outfitted with other armaments as a mission requires. In particular, assassin robots on missions where more subtlety is called for use needler pistols stocked with poisoned darts.

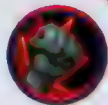
There is nothing subtle, however, about a siege robot. These machines serve as artificially intelligent assault vehicles, and many rightly fear these engines of war. Merciless and efficient, a siege robot is as effective at unloading massive damage against a single target as it is at mowing down enemy troops en masse, and its vehicle form makes it difficult to escape from on an open battlefield. Most siege robots are outfitted with large reserves of ammunition, enough to sustain a constant barrage for minutes at a time.

SIEGE ROBOTS AS VEHICLES

A siege robot can be used as a vehicle in vehicle combat or vehicle chases. In such cases it acts as its own pilot and has the following additional statistics: item level equal to its CR; drive speed 60 ft., full speed 500 ft., overland speed 60 mph, (hover); hardness 8; collision damage 16d10 B (DC 19); –3 attack roll penalty (–6 at full speed). A siege robot acting as a vehicle can carry up to 4 Medium passengers but provides them no cover.



SHANTAK



SHANTAK
CR 8
XP 4,800

SHANTAK

CR 8

XP 4,800

CE Huge magical beast

Init +2; Senses darkvision 60 ft., low-light vision;

Perception +16

DEFENSE

HP 125

EAC 20; KAC 22

Fort +12; Ref +12; Will +7

Defensive Abilities slippery, void adaptation; Immunities cold, disease

OFFENSE

Speed 20 ft., fly 80 ft. (Su, average)

Melee bite +20 (3d4+14 P) or

talons +20 (3d4+14 S plus grab)

Space 15 ft.; Reach 15 ft.

STATISTICS

Str +6; Dex +2; Con +4; Int -1; Wis +2; Cha +0

Skills Acrobatics +21. Piloting +16 (to navigate only)

Languages Aklo

Other Abilities share defenses, spaceflight

ECOLOGY

Environment cold mountains or vacuum

Organization solitary, pair, or flock (3-12)

SPECIAL ABILITIES

Share Defenses (Su) As a swift action, a shantak can grant a single creature touching it void adaptation for as long as the creature remains in contact. The shantak can withdraw this protection as a free action.

Slippery (Ex) A shantak's scales seep slippery slime, granting it a +8 bonus to Acrobatics checks to escape and imposing a -5 penalty to all Survival checks to ride the shantak.

Shantaks are bizarre, winged creatures that seem to be an incongruous blend of reptile and bird. Although shantaks appear ungainly on land when perched on their two legs, their vast, bat-like wings enable the creatures to soar gracefully through vacuum as easily as they fly in atmospheres. Slimy scales cover a shantak's body, and its vaguely horselike head features a wide maw filled with dagger-like teeth. A shantak is about 30 feet long from nose to tail and weighs approximately 6,000 pounds. Planetside, shantaks inhabit remote and foreboding mountain peaks, but their ability to survive in and fly through vacuum means they can also be found in the void of space.

Despite their bestial appearances, shantaks are intelligent, and speak in shrill voices that sound like glass grinding against stone. They are wilful creatures and cannot simply be trained as mounts. A would-be shantak rider must first seek out a shantak, braving its lair or hunting grounds, and then use diplomacy or magic to secure a shantak's cooperation as a mount, often with a liberal dose of flattery. Even then, shantaks have a tendency to deliberately strand

riders in dangerous areas, or worse, revoke their shared defenses while in the depths of space so their riders asphyxiate and swiftly perish. The flesh of such unfortunate riders is particularly delightful to a shantak, especially if it is able to feed where the rider's one-time

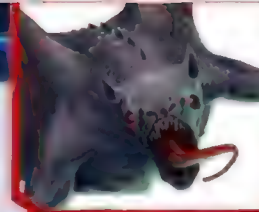
allies and friends can watch.

Many shantaks have a strange and irrational fear of certain humanoid winged creatures, such as faceless nightgaunts said to dwell in certain dreams, or specific types of winged humanoids more common in civilized regions. While these irrational fears are usually not so overwhelming as to have physical or mental effects on a shantak, shantaks do take pains to avoid confrontations with these other types of creatures if at all possible.

Shantaks' ability to travel the gulf of space ensures that these scaly creatures can be found on numerous worlds and their satellites. Yet despite this ability, shantaks are generally quite reluctant to seek out new worlds on their own unless faced with no other option, for a shantak knows well that an attempt to

fly to an unknown world could easily result in being lost forever in the depths of space. Before the widespread use of Drift technology, some species employed shantaks as a rare and dangerous method of traveling among the stars,





SHANTAK

and there may well be as-yet-undiscovered civilizations in the Vast that continue to do so—perhaps because their technological advancement has not reached a level where they can use Drift travel.

Curiously, even those who have never encountered a shantak in real life often know of these creatures, for shantaks dwell in the shared dreams of slumbering minds as surely as in the depths of space. Some scientists and philosophers have gone so far as to suggest that shantaks first hailed from a mysterious shared demiplane within the Dimension of Dreams called the Dreamlands. These scholars further posit that eerie and dangerous rituals have enabled the creatures to transform themselves from figments imagined by sleeping minds into creatures that exist in the waking world on countless planets.

Although shantaks do not enjoy the presence of active starships—almost as if the energies exuded by an active power core cause them some sort of intense discomfort—shantaks are quite fond of derelict ships. Large numbers of shantaks have been reported to roost in the nooks and crannies of a drifting hulk's hull, and exploration of the interior of these abandoned ships often reveals truly disturbing "caches" of food—the partially eaten remains of entire crews. Shantaks that roost in derelict starships take full advantage of their adoptive homes, ensuring their nests are well hidden from observation. These shantaks can be quite cunning in dressing the hulk in what appears to be valuable scrap, and some have even learned to tamper with shipboard alarm systems to send out false distress signals. The most cunning and dangerous of these drifting traps arise when the shantaks forge an alliance with another creature, often an undead created when a starship is destroyed. A shantak flock can wing off to distant worlds to retrieve rare necessities for their allies, returning via spaceflight to keep the denizen of a stranded derelict well supplied in luxuries that, without their own ship to command, they would otherwise be forced to forgo.

DREAMBORN SHANTAK TEMPLATE GRAFT (CR 8+)

While the majority of shantaks encountered in the depths of space have always dwelt between the stars, a rare few emerge into this reality after being formed in the minds of creatures that dream they're riding a shantak. The transition from dream to waking world always results in the death of the dreaming creature, as if the shantak uses its dreaming rider's mind as fuel to empower its transition into the Material Plane. A dreamborn shantak's eyes shimmer with strange colors, and when a creature looks into those unsettling eyes, fragmentary glimpses of nightmare scenery

infect it. A dreamborn shantak retains fragments of its ability to absorb mental energy, and it is not affected by mental attacks. Dreamborn shantaks are also swifter and more agile than their clumsier kin.

Required Creature Type: This template graft can be applied only to a shantak.

Traits: +4 bonus to initiative; immunity to mind-affecting effects; fly 100 ft. (Su, perfect); nightmare glance (see below).

Nightmare Glance (Su): This gaze ability (see page 151) has a range of 40 feet. A creature must succeed at a Will save to resist the gaze, or it is overwhelmed with waking nightmares, becoming staggered for 1d4 rounds and taking a -2 penalty to saving throws against fear effects for 24 hours. A creature that fails its save is immune to further applications of this ability for 24 hours. This is a mind-affecting, fear effect.

SHANTAK WHISTLES

While the advent of Drift technology has made interstellar travel accessible to the masses, not everyone is comfortable with using starships to travel. Some have philosophical reasons for avoiding the Drift, while others take offense at the notion of answering to the whim of a starship captain. Many have goals among the stars that they prefer not to share with others. Whatever the reason, the opportunity to travel atop a shantak's slippery back remains the preferred (and perhaps only viable) option for some. A *shantak whistle* is a sought-after tool for those who wish to find a shantak mount.

SHANTAK WHISTLE

LEVEL 13

MAGIC ITEM	PRICE 49,000	BULK L
Resembling the skull of a shantak but carved from its wing bone, a <i>shantak whistle</i> is a recorder-like instrument with several decorative holes drilled in its length—though only one tone may be produced by blowing into this whistle, and only shantaks can hear the sound. All others hear nothing but the soft rush of breath sweeping through the instrument. When you play a <i>shantak whistle</i> for 1 minute, its song reaches out to the stars, and within 1d6 hours, a single shantak arrives at your location.		

Once it arrives, a shantak is under no magical compulsion to serve you, but you gain a +10 circumstance bonus to skill checks to secure the shantak's service as a mount (at the GM's discretion, usually requiring Diplomacy or Intimidate) for one Large or smaller creature. Even a shantak compelled to serve as a mount usually refuses to participate in battle and is likely to cooperate only long enough for a one-way trip using its spaceflight ability.

A *shantak whistle* can be used only once every 2 weeks.

SHIPMIND



SHIPMIND
CR 13
XP 25,600

SHIPMIND

CR 13

XP 25,600

CE Huge ooze

Init +6; Senses blindsight (life) 60 ft., detect alignment;

Perception +23

DEFENSE

HP 225

EAC 27; KAC 29

Fort +15; Ref +17; Will +10

Defensive Abilities thought disruption; DR 10/-;

Immunities bludgeoning, charm, electricity, fire, ooze immunities; SR 24

Weaknesses confined, vulnerable to cold

OFFENSE

Speed 0 ft. (10 ft. outside of container)

Melee slam +26 (3d12+21 B plus grab and thought disruption)

Ranged plasma bolt +23 (5d6+13 E & F; critical burn 1d10)

Space 15 ft.; Reach 15 ft.

Offensive Abilities immerse

Spell-Like Abilities (CL 13th; ranged +23)

1/day—telekinesis (DC 20)

3/day—confusion (DC 19)

At will—slow (DC 18)

STATISTICS

Str +8; Dex +6; Con +4; Int +3; Wis +4; Cha +3

Skills Computers +23, Engineering +23, Mysticism +23, Piloting +28, Sense Motive +23

Languages Abyssal, Aklo, Common, Draconic, Drow, Infernal; telepathy 60 ft.

Other Abilities ship interface

ECOLOGY

Environment any (Dominion of the Black starships)

Organization solitary

SPECIAL ABILITIES

Confined (Ex) A shipmind dwells within an immobile container. While inside its container, a shipmind has a speed of 0 feet. When it leaves its container, it gains a speed of 10 feet and takes a -10 penalty to AC. A shipmind can live outside of its container for 1 hour without consequences, but at the start of each subsequent hour, it gains 1 negative level as it slowly dissolves. This process can be reversed only if the shipmind returns to its container, where the shipmind can then remove 1 negative level per hour. The container has hardness 10 and 60 Hit Points, and a creature that targets the container with a melee or ranged weapon attack automatically hits it. The crystalline nature of the container makes it vulnerable to sonic damage. A shipmind in a container that has the broken condition takes a -5 penalty to AC.

Immerse (Ex) When a shipmind in its container successfully grabs a Large or smaller target with one of its slam attacks and pins the target, it can drag that target into its body as a swift action, dealing 6d6 damage (Fortitude DC 19 half), half of which is electricity and half of which is fire, and subjecting the target to thought disruption. A creature that remains immersed takes this damage again at the start of each of the shipmind's turns. In addition, an immersed creature without environmental protections is in danger of suffocating. A creature can attempt Acrobatics checks to escape immersion as if escaping from being pinned, gaining a +5 circumstance bonus if the shipmind's container has the broken condition.

Plasma Bolt (Ex) A shipmind's plasma bolt has a range increment of 80 feet.

Ship Interface (Ex) While a shipmind is interfaced with a Dominion starship, it can observe events anywhere within the vessel, as well as within 90 feet of its exterior hull, as if using *clairaudience/clairvoyance* for as long as the shipmind concentrates. The shipmind's detect alignment works through its remote sensor at the same range. While concentrating on an area, the shipmind can activate ship systems in that area as a swift action. In addition, the shipmind can converse with



creatures in the area by vibrating the walls (or the hull while in atmosphere). In addition, during starship combat in a Dominion ship with which it is interfaced, a shipmind can take up to 5 crew actions, none of which can be captain actions.

Thought Disruption (Su) A shipmind's alien psyche is disruptive to the minds of most other life-forms. A creature that touches or is hit by the ooze must succeed at a DC 19 Will saving throw or take 1d4 Wisdom damage. This is a mind-affecting effect.

A shipmind is an ooze of thick, bubbling yellowish liquid. Unlike many oozes, this biological entity relies on a bizarre symbiosis with technology to survive. The creature lives in a container made of crystalline material and inorganic components, which serves the ooze like a shell. Outside this container, a shipmind is vulnerable and doomed to die, but this limited existence is little hindrance to a shipmind, since its sole purpose is to pilot starfaring vessels that serve the Dominion of the Black.

Dominion starships are bizarre amalgamations of organic and inorganic components. Strange membranes hold bulkheads and the hull together. Fibrous material resembling muscles and connective tissue work some of the ships' mechanical components, such as doors, while a web of nerve-like cables carry power and data, and networks of tubules carry various fluids. At the center of this network in the largest Dominion ships is a shipmind, connected to everything through disturbingly organic cables.

A shipmind has an intimate connection to its starship and can survive as long as its craft does, sometimes for many centuries. The creatures are cruel even to their supposed allies, and they are given to fits of inexplicable behavior.

Seeders are the most common large Dominion starships. Some are scouts or assault vessels with only a shipmind aboard, while others travel with a crew of other entities affiliated with the Dominion of the Black. These ships land on life-rich planets,

unleashing Dominion-allied creatures to infest the region around the landing site, assimilating native organisms.

If left alone planetside for too long, a Dominion seeder's shipmind can quickly degenerate, causing the ship's organic aspects to also decay. In about a decade, the ship rots into uselessness and the shipmind dies. During that time, the shipmind might leave of its own accord, or it might spend its remaining time brutally toying with any creature it can.

DOMINION SEEDER

TIER 13

Large destroyer

Speed 10; **Maneuverability** average (turn 2); **Drift** 2

AC 30; **TL** 32

HP 210; **DT** —; **CT** 42

Shields heavy 420 (forward 105, port 105, starboard 105, aft 105)

Attack (Forward) gravity gun (6d6), plasma cannon (5d12)

Attack (Port) light plasma cannon (2d12)

Attack (Starboard) light plasma cannon (2d12)

Attack (Aft) gyrolaser (1d8)

Attack (Turret) light plasma cannon (2d12)

Power Core Gateway Heavy (400); **Drift Engine** Signal

Booster; **Systems** advanced long-range sensors, computer countermeasures (feedback), crew quarters (common), mk 3 trinode computer, mk 8 armor, mk 11 defenses, self-destruct system; **Expansion Bays** cargo holds (2), guest quarters (common), science lab

Modifiers +3 to any 3 checks each round, +4 Computers (sensors only); **Complement** 1 shipmind

CREW

Shipmind Engineer Engineering +23 (13 ranks)

Shipmind Gunner gunnery +19

Shipmind Pilot Piloting +28 (13 ranks)

Shipmind Science Officer Computers +23 (13 ranks)

SPECIAL ABILITIES

Shipmind (Ex) A Dominion seeder can be crewed entirely by a single shipmind, which can take up to 5 crew actions (in any role except captain) each round of starship combat using the listed bonuses.



SHOTALASHU



SHOTALASHU
CR 2
XP 600

FERAL
SHOTALASHU
CR 6
XP 2,400

SHOTALASHU

CR 2

XP 600

N Large magical beast

Init +4; Senses darkvision 60 ft., low-light vision; Perception +12

DEFENSE

HP 25

EAC 13; KAC 15

Fort +6; Ref +6; Will +1

OFFENSE

Speed 60 ft.

Melee claws +11 (1d6+3 S)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str +1; Dex +4; Con +2; Int -3; Wis +1; Cha +0

Skills Acrobatics +7, Perception +12, Stealth +7

Languages Lashunta (can't speak)

ECOLOGY

Environment warm forests (Castrovel)

Organization solitary, bonded mount (1 plus 1 lashunta), or pack (3-5)

Other Abilities jungle strider, telepathic link

SPECIAL ABILITIES

Jungle Strider (Ex) Shotalashus are adept at traversing all forms of forest terrain. While in forest terrain, a shotalashu's speed is not impeded by natural difficult terrain such as undergrowth.

Telepathic Link (Su) A lashunta can spend 1 hour and attempt a Survival check (DC 15 + 1-1/2 the shotalashu's CR) to form a telepathic bond with an unbound shotalashu. If the lashunta is successful, the rider's link functions as *telepathic bond* with a permanent duration. A bonded shotalashu is considered trained in battle when carrying or fighting alongside the bonded lashunta. A lashunta can't be linked to more than one shotalashu at a time, but she can break her link with one shotalashu in favor of another at any time. If either of the linked beings dies while bonded, the surviving creature suffers telepathic backlash, becoming dazed for 1 round and taking 3d6 damage. Creatures that have limited telepathy or telepathy other than lashuntas and that speak a common language with a shotalashu can also attempt to forge this telepathic bond, but they take a -5 penalty to their Survival checks to do so.

FERAL SHOTALASHU

CR 6

XP 2,400

N Large magical beast

Init +5; Senses darkvision 60 ft., low-light vision; Perception +18

DEFENSE

HP 90

EAC 18; KAC 20

Fort +10; Ref +10; Will +5

OFFENSE

Speed 60 ft.

Melee claws +17 (1d8+8 S)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str +2; Dex +5; Con +3; Int -3; Wis +1; Cha -1

Skills Acrobatics +13, Perception +18, Stealth +13

Languages Lashunta (can't speak)

Other Abilities jungle strider, pack telepathy

ECOLOGY

Environment warm forests (Castrovel)

Organization solitary, pair, or pack (3-12)

SPECIAL ABILITIES

Jungle Strider (Ex) See above.

Pack Telepathy (Su) This functions as the shotalashu mount's telepathic link ability (see above) except that instead of forming a bond with a single lashunta, a feral shotalashu can create a link with up to 5 other shotalashus in a process that requires no skill check but takes 1 year of close interaction rather than



a single hour. When any member of a pack's telepathic network dies, each other shotalashu directly linked to that creature is dazed for 1 round but takes no damage.

For as long as lashuntas have been among the dominant species on Castrovel, shotalashus—the lashuntas' traditional telepathic reptilian mounts—have served at their sides. Millennia of domestication and parallel evolution have strengthened the symbiotic bond between the two species, allowing lashuntas to form a close mental link with a chosen mount.

Shotalashus have rudimentary telepathic abilities similar to those of the lashuntas themselves, a fact that has contributed to their use as close pets and trusted mounts even in the modern day, when much more sophisticated and technologically advanced forms of both transportation and companionship exist. This tradition has lasted so long in part because of the kinship the lashuntas feel with their bonded shotalashus, but also because the symbiotic bond between the two species is deeply ingrained into lashunta culture. Shotalashu-mounted cavalry still serve as ceremonial honor guards for lashunta dignitaries, and members of all social stations regard their bonded mounts as occupying a cherished place in the family. Though shotalashus are seen less often in teeming metropolises than they are in smaller settlements, no city on Castrovel is devoid of at least basic amenities for the honored beasts, from training facilities to boarding services.

While it's common for a lashunta to switch between shotalashus throughout her life, some bonds between beast and rider deepen over time, and it is not unheard of for a warrior to bond with a single shotalashu mount until death. Lashunta whose mounts die suffer psychic trauma and often require time to recover before they can bond with another mount, and shotalashus who lose their bonded riders have been known to grieve for months, or even years.

Though rare, some shotalashus still live in the wild, forming feral packs that use their telepathy to bond not with a rider, but with one another, forming a highly effective collective mind that makes them efficient and deadly hunters. Particularly adventurous lashuntas set out on solo quests into the most remote of Castrovel's wilds in search of a potentially stronger mount from among untamed stock. These brave souls must first break an individual shotalashu away from its pack before attempting the long and arduous task of taming and eventually bonding with the creature.

A typical domesticated shotalashu is over 10 feet long from snout to tail-tip, and weighs more than 1,000 pounds, while wild specimens can grow as large as 12 feet in length and weigh a staggering 1,500 pounds.

SHOTALASHU EQUIPMENT

As technology has advanced, telepathic bonding with shotalashus has become possible for those who aren't lashunta. The lashuntas have also maintained traditional gear for shotalashu riding.



SHOTALASHU LINK CORTEX

SYSTEM
Brain

BIOTECH AUGMENTATION

PRICE 2,500

LEVEL 4

Until recently, only telepathic races with training in how to link their inherent telepathic abilities to shotalashus have been able to consistently form psychic bonds with the beasts. New developments in biotechnology have allowed less-trained telepaths and even non-telepathic members of other races to do so. Using a graft of lashunta brain cells into the your body, you can replicate a lashunta's limited telepathy, though only in the capacity to link with a shotalashu. This reduces the DC of all Survival skill checks to form the link by 5, but doubles the duration of the dazed condition and damage taken to either the bonded shotalashu or you, should one of you die.

SHOTALASHU SADDLE

LEVEL 1

HYBRID ITEM

PRICE 300

This traditional saddle for shotalashu riders is adorned with small, colorful gems and engraved with intricate images of lashunta culture. More than a simple decoration, however, a *shotalashu saddle* amplifies and solidifies the lashunta's telepathic bond with its mount through a series of telepathic relays that serve as conductors from the rider's body to the shotalashu's. While riding a *shotalashu saddle*, you gain a +5 bonus on Survival checks to ride the shotalashu. While austere, mass-produced *shotalashu saddles* that provide the same benefit as handmade versions certainly exist, most lashuntas consider it disrespectful to their mount not to use a lovingly crafted artisanal saddle. Particularly beautiful saddles often serve as cherished heirlooms, passed down through generations, and it's not uncommon for lashuntas to mark special milestones in their loved ones' lives with the gift of a new *shotalashu saddle*. A functional *shotalashu saddle* costs 300 credits, though particularly elaborate or ancient specimens may be worth many times more.

SOLAR WISP



**JUVENILE
SOLAR WISP**
CR 5
XP 1,600

**MATURE
SOLAR WISP**
CR 19
XP 204,800

JUVENILE SOLAR WISP**CR 5****XP 1,600**

N Huge outsider (air, elemental, fire, native)

Init +5; Senses darkvision 60 ft.; Perception +11

DEFENSE**HP 63**

EAC 17; KAC 19

Fort +9; Ref +7; Will +4

Defensive Abilities void adaptation; **Immunities** elemental immunities, fire, radiation**Weaknesses** vulnerable to cold**OFFENSE****Speed** fly 30 ft. (Su, perfect)**Melee** slam +15 (1d6+8 F)**Space** 15 ft.; **Reach** 5 ft.**Offensive Abilities** engulf (1d6+8 F, DC 13)**STATISTICS**

Str +3; Dex +5; Con +2; Int -3; Wis +0; Cha +0

Skills Acrobatics +16 (+24 to fly)**Other Abilities** aglow (20 ft.), solar adaptation, spaceflight**ECOLOGY****Environment** temperate or warm land or vacuum**Organization** solitary**SPECIAL ABILITIES****Aglow (Ex)** A solar wisp increases the light level by one step out to a radius of 10 feet × half the solar wisp's CR.**MATURE SOLAR WISP****CR 19****XP 204,800**

N Small outsider (air, elemental, fire, native)

Init +11; Senses darkvision 60 ft.; Perception +32

Aura gravitational pull aura (120 ft.)**DEFENSE****HP 400**

EAC 34; KAC 35

Fort +22; Ref +20; Will +16

Defensive Abilities void adaptation; **Immunities** elemental immunities, fire, radiation**Weaknesses** vulnerable to cold**OFFENSE****Speed** fly 60 ft. (Su, perfect)**Melee** slam +31 (15d6+28 F)**Ranged** solar ray +34 (8d8+19 F; critical burn 6d6)**Offensive Abilities** conflagration, stellar heat**STATISTICS**

Str +9; Dex +11; Con +6; Int -3; Wis +0; Cha +0

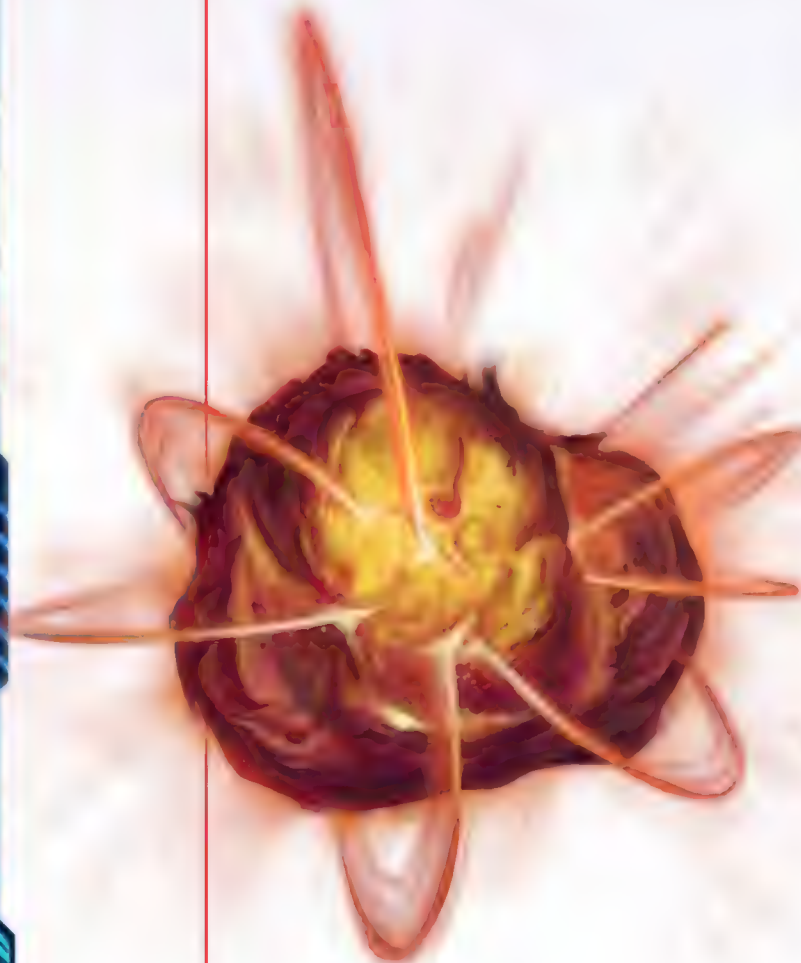
Skills Acrobatics +37 (+45 to fly)**Other Abilities** aglow (90 ft.), solar adaptation, spaceflight**ECOLOGY****Environment** temperate or warm land or vacuum**Organization** solitary**SPECIAL ABILITIES****Aglow (Ex)** See above.

Conflagration (Ex) Once every 1d4 rounds as a standard action, a mature solar wisp can hurl a portion of its burning form at a grid intersection within 120 feet, at which point the flames detonate, dealing 10d6 fire damage to all creatures within a 20-foot-radius burst. An affected creature can attempt a DC 24 Reflex saving throw to halve the damage.

Gravitational Pull Aura (Ex) A creature within 120 feet of a mature solar wisp has its speed reduced by half when it moves away from the solar wisp, and can move at double its speed when moving toward the solar wisp.

Solar Ray (Ex) A mature solar wisp can project an intense ray of light as a ranged attack against a target within 240 feet.

Stellar Heat (Ex) A creature adjacent to a mature solar wisp takes 3d12 fire damage from the intense heat that the elemental radiates. A creature that succeeds at DC 24 Fortitude save takes half this damage.





PHOTINO CRYSTALS

SOLARIAN WEAPON CRYSTAL	LEVEL	PRICE	DAMAGE	CRITICAL	BULK
<i>Photino crystal, shard</i>	1	110	+1 F	—	—
<i>Photino crystal, least</i>	4	1,850	+1d2 F	Burn 1	—
<i>Photino crystal, minor</i>	7	5,500	+1d4 F	Burn 1d4	—
<i>Photino crystal, lesser</i>	10	17,000	+2d4 F	Burn 1d6	—
<i>Photino crystal, standard</i>	13	46,000	+3d4 F	Burn 2d6	—
<i>Photino crystal, greater</i>	16	145,000	+4d4 F	Burn 3d6	—
<i>Photino crystal, true</i>	19	495,000	+6d4 F	Burn 4d6	—

Life exists in myriad forms across the universe, dwelling everywhere from the vast depths of space to the heart of a star—and the places in between. Solar wisps are blobs of ejecta from a sun's corona that have taken on a modicum of sentience. No one is exactly sure how solar wisps originate, though some believe it is Sarenrae's divine will, while others point toward a consciousness similar to that of elementals, claiming that solar wisps are nothing more than cousins of fire elementals. But while it is true solar wisps are amorphous orbs of burning plasma with almost animal-level intelligence, the similarities end there. These creatures have a long and unique life cycle that begins in a star and can end in calamity.

When a solar wisp is "born," it measures about 20 feet in diameter, but the material of its being is loosely held together by minor gravitational forces. At this point, a solar wisp isn't much more than a red-hot cloud of colloidal matter. Driven by instinct, the solar wisp attaches itself to a nearby fast-moving celestial body (usually a comet), which eventually takes it close to a planet or moon containing the minerals on which the solar wisp feeds. As it burns its way across such a landscape, the solar wisp gains more mass but shrinks in size. Responding to unknown stimuli, the solar wisp launches itself back into space to latch onto another comet or meteor to repeat the process.

As a solar wisp feeds and ages, it increases in density but decreases in diameter. Despite its reduction in size to a mere few feet in diameter, a mature solar wisp burns with far greater intensity and is much more dangerous than a juvenile. A solar wisp of any age and size can pose a threat, however, as it is unwavering in its pursuit of food, consuming the minerals it seeks out in its internal furnace. This can be a destructive process that puts it in conflict with other species—especially if those species also rely on the same minerals for economic stability. Most creatures that attempt to stop a mature solar wisp underestimate its abilities thanks to its small size. Its effects on local gravity and its intense heat mean that most who confront a solar wisp are lucky if they get away with only severe burns.

Though it has a life span measured in centuries—and sometimes multiple thousands of years—a solar wisp does eventually die. An elderly solar wisp is a tiny

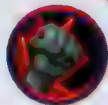
ball that burns like a nuclear explosion, and when it expires, it implodes into a gravitational singularity that affects a half-mile radius. Though this miniature black hole lasts for less than an hour, it poses a great danger to those caught in its pull. A recent report from Near Space tells of an entire nascent colony wiped out by a dying solar wisp that, until then, had served as a kind of mascot and beacon for the unfortunate settlers.

PHOTINO CRYSTALS

In their travels, solar wisps sometimes shed portions of themselves, which cool rapidly into a glittering stream of beautiful bright-orange jewels called *photino crystals* that are used throughout the Pact Worlds (and beyond) as naturally occurring solarian weapon crystals. A few small starship crews make a dangerous living by following wisps—at a great distance—and waiting for this molting, scooping up the resulting jewels until their cargo holds are full, and then returning to a safer location to sort them by quality. Despite the danger inherent in collecting the gems, these solarian weapon crystals are widely available, especially in the sun's Burning Archipelago in the Pact Worlds; aboard the kasathan worldship the *Idari*; and in Fullbright, Verces's scorched, sun-facing hemisphere.



SQUOX



SQUOX
CR 1/3
XP 135

TRAINED SQUOX
CR 1
XP 400

SQUOX**CR 1/3****XP 135**

N Tiny animal

Init +3; Senses blindsense (scent) 30 ft., low-light vision;

Perception +3

DEFENSE**HP 6**

EAC 11; KAC 11

Fort +1; Ref +4; Will +0

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +3 (1d4 P)

Space 2-1/2 ft.; Reach 0 ft.

Offensive Abilities squox tricks

STATISTICS

Str -3; Dex +3; Con +0; Int -4; Wis +0; Cha +1

Skills Acrobatics +7 (+11 to balance, escape, or tumble),

Athletics +3 (+11 to climb), Stealth +7

ECOLOGY

Environment any

Organization solitary, pair, or skulk (3-8)

SPECIAL ABILITIES

Squox Tricks (Ex) A squox can use Acrobatics to jump instead of Athletics. In addition, a squox can use its Acrobatics bonus as its attack bonus when it attempts a dirty

trick, disarm, or trip combat maneuver. If the squox succeeds at a dirty trick maneuver, it can choose only between the entangled and off-target conditions. A squox's tail, two front paws, and mouth count as hands free for a disarm attempt.

TRAINED SQUOX**CR 1****XP 400**

N Tiny animal

Init +4; Senses blindsense (scent) 30 ft., low-light vision;

Perception +5

DEFENSE**HP 20**

EAC 12; KAC 12

Fort +3; Ref +6; Will +1

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +7 (1d4+1 P)

Space 2-1/2 ft.; Reach 0 ft.

Offensive Abilities squox tricks

STATISTICS

Str -2; Dex +4; Con +2; Int -4; Wis +0; Cha +1

Skills Acrobatics +10 (+14 to balance, escape, or tumble),

Athletics +5 (+13 to climb), Stealth +10

ECOLOGY

Environment any

Organization solitary, pair, or team (3-6)

SPECIAL ABILITIES

Squox Tricks (Ex) See above.

Called vulkariki in Lashunta, squoxes gained their popular moniker from humans who thought the creatures resembled a cross between a fox and a squirrel, with useful qualities from both animals. Squoxes are furry, vulpine animals roughly 2 feet in length and weighing around 15 pounds. They are quadrupedal, with five-fingered prehensile paws that have rotating wrists and ankles, allowing them to climb down surfaces headfirst like a squirrel. The creature's other features are fox-like, including a flattened head with triangular ears, a pointed snout, and a bushy tail. Squox fur can come in hues of red orange, gray, fulvous, white, or brown, with white on the belly, neck, and tail tip. The species also has an array of fur patterns and environmental adaptations, such as long ears that allow desert-dwelling squoxes to disperse heat and thick seasonal fur and coloration for those accustomed to arctic regions.

Squoxes are among the most intelligent animal species in the Pact Worlds, exhibiting social behaviors and hierarchies along with a vast vocal repertoire. When confronted, squoxes are devious tacticians, especially in groups. They are clever





enough to poke eyes, bite sensitive regions, and steal objects to bait enemies away from a den.

Although they originated on Castrovel, squoxes gained popularity across the Pact Worlds for their adorable features and ability to adapt to new environments. The people of Asana happily exported squoxes, which lashuntas see as pests. Over centuries, squoxes spread and successfully adjusted to biomes across the Pact Worlds. They've even begun to appear in the wild in the Veskarium and worlds in the Vast.

Xenowardens have tried to preserve the native squoxes of Castrovel while simultaneously curbing the incursion of the species into other ecologies. The group fears the invasive critters might irrevocably damage invaded ecosystems if left unchecked. Therefore, Xenowardens actively promote squox hunting on numerous worlds, as well as legal controls against importing the animals and releasing them into the wild.

SQUOX PETS

Squoxes are abundant across the Pact Worlds, breeding quickly and living for up to 10 years, or double that in captivity. Their intelligence and delightful appearance make them desirable companion animals, and they're intelligent enough to be easily trained. Squoxes are also loyal, protective, charming, and entertaining, making them great companions for children. As clever and fun as they are, squoxes are also notorious for mischief, such as figuring out how to open cabinets and work simple machinery with the same aptitude as a very young sapient. They've even been known to clean up after themselves to hide thefts or accidents from their owners. Nevertheless, squoxes make great pets.

A squox kit can be purchased for 100 credits at 1 month old, just weaned from its mother. Untrained squoxes born as pets are usually domesticated and friendly but likely to misbehave without training. However, unscrupulous dealers gather squox kits in the wild and pass them off as domesticated, selling them at bargain prices. Squoxes reach adulthood by 10 months, and a fully trained adult squox goes for 400 credits.

A squox kit can be reared, or an older squox domesticated and trained, using the Survival skill, which takes 3 months. The squox's inherent cleverness, curiosity, and friendliness grant its trainer a +2 circumstance bonus to Survival checks to rear or train it. A domesticated squox is friendly or helpful toward its trainer and any owner who treats it well.

Squox Gear

The following item, known colloquially as a squox pocket, is available to PCs who want to protect their pets. Shirrens use similar devices to carry and protect their young, although they call the device a larva tube.

PET CARRIER		ARMOR UPGRADE
PRICE 100		LEVEL 1
ARMOR SLOTS 1	ARMOR TYPE ANY	BULK L*

* The bulk of the pet carrier is 1 when occupied.

The pet carrier armor upgrade takes one upgrade slot and provides space for one Tiny, two Diminutive, or four Fine creatures to take refuge in your armor. You can open or close a pet carrier as a move action. A creature of appropriate size can enter or exit a pet carrier by using 5 feet of movement to do so. While inside the pet carrier, a creature benefits from total cover and your armor's environmental protections, but it can't take any physical actions other than to leave an open carrier.

Squox Feat

The following feat is for PCs who have a trained squox pet.

Squox Companion

Your squox is a well-trained companion.

Prerequisites: You own a trained squox that has an attitude of friendly or helpful toward you.

Benefit: You can designate your trained squox as your companion, which obeys your instructions, orders, and suggestions to the best of its ability. It won't follow a command that would bring significant harm to itself, but it has your interests at heart and does what it can to aid you. While your squox companion is within 30 feet of you, you gain a +1 insight bonus to Perception checks to notice and search when the GM determines your squox could help you accomplish these tasks.

Your Tiny squox companion can share your space and end its movement there. Outside your space, your squox has evasion, as the operative class feature. While in your space, your squox has evasion, improved evasion (as the operative exploit), and cover. In addition, when your squox is adjacent to you or in your space and would take damage, you can use your reaction to intercede and take the damage instead.

In addition, your adorable companion is distracting. While it is in your space, you gain a +1 insight bonus to Bluff checks to feint. If your squox is in your space or within 10 feet of you, you can instead gain this insight bonus to Bluff checks to create a diversion, which can allow you or your squox to attempt to hide (your choice of which when you attempt the Bluff check).



STELLAR PROTOZOA

STELLAR
PROTOZOA
TIER 7

STELLAR PROTOZOA

TIER 7

N Huge starship vermin

Speed 8; **Maneuverability** poor (turn 3); **Drift** –**AC** 19; **TL** 19**HP** 180; **DT** 5; **CT** 36**Shields** medium 90 (forward 24, port 22, starboard 22, aft 22)**Attack (Forward)** stellar membrane (2d4 plus swallow starship), light cytoplasm launcher (4d6)**Attack (Aft)** particle beam (8d6)**Attack (Turret)** heavy cytoplasm launcher (6d8)**Power Core** stellar protozoa nucleus (250 PCU); **Drift** none;**Systems** mk 4 armor, mk 5 defenses; **Expansion Bays** none**Other Abilities** biotic weapons, draining aura, living starship, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +15 (7 ranks)**Gunner (1 action)** gunnery +12 (7th level)**Pilot (1 action)** +18 (7 ranks)

ECOLOGY

Environment any vacuum**Organization** solitary, pair, or swarm (3–6)

SPECIAL ABILITIES

Biotic Weapons (Ex) A stellar protozoa's flexible body grants its particle beam the broad arc special property. See the table on page 121 for cytoplasm weapons.**Draining Aura (Su)** A power core within 5 hexes of a stellar protozoa at the start of a round produces 10 fewer PCUs; this might force some starship systems, as determined by the crew, to become inactive. These reduced PCUs are restored when the stellar protozoa is disabled or when the power core is no longer within 20 hexes of the stellar protozoa. Any creature within 5 hexes of a stellar protozoa at the start of a round gains a temporary negative level unless it succeeds at a DC 15 Fortitude saving throw. The stellar protozoa gains no temporary HP for draining levels. A creature that successfully saves cannot be affected again by the same stellar protozoa's draining aura for 24 hours. These negative levels are removed if the stellar protozoa is disabled or when the affected creature is no longer within 20 hexes of the protozoa. Stellar protozoans are immune to this ability.**Living Starship (Ex)** A stellar protozoa is a living creature so immense that it functions as a starship (and thus engages only in starship combat). It has no crew, but it can still take engineer, gunner, and pilot actions using the skill bonuses, ranks, and level listed in Crew Actions above. Modifiers for its size, speed, and maneuverability are already factored into its statistics. Use the following table to determine the effects when a stellar protozoa takes critical damage.

0%	SYSTEM	EFFECT
1–10	Aura generator	While this system has critical damage, the stellar protozoa cannot drain PCUs or impose negative levels with its draining aura. If this system is wrecked, PCU reductions and negative levels the aura imposed are immediately restored.
11–40	Weapons array	Randomly determine one arc containing weapons; condition applies to gunner actions using weapons in that arc.
41–70	Propulsion	Condition applies to pilot actions
71–100	Nucleus	Condition applies to engineer actions except hold it together and patch.

Stellar Membrane (Ex) A stellar protozoa can make a stellar membrane attack against only a Large or smaller starship that is in its forward firing arc and in a hex adjacent to the stellar protozoa.**Swallow Starship (Ex)** If a stellar protozoa's stellar membrane attack deals Hull Point damage to a target,

that vessel is pulled into the stellar protozoa's body. The protozoa can hold one Large ship, two Medium ships, four Small ships, or eight Tiny ships. A vessel takes 4d4 damage each time it starts a round of starship combat inside the stellar protozoa (divide this damage equally across all arcs, starting with the forward arc and proceeding clockwise).

A swallowed starship can still attack, and the protozoa's interior has AC 14, TL 14, and DT 0. However, at such close range, starship weapons deal half their damage to the firing ship through a combination of blowback and the protozoa's physical reactions. If a swallowed starship deals 20 Hull Points to the protozoa's interior, the ship blows a hole in the creature big enough to attempt to fly through. During the helm phase, the pilot of a swallowed starship can attempt to fly free with a Piloting check (DC 20, or DC 25 if the protozoa has no hole in it). On a failure, the starship remains within the protozoa.



Stellar protozoans are single-celled organisms larger than some space stations. Mindless and voracious, these creatures move through space draining energy and consuming matter.

A stellar protozoa has thin flagella that wave erratically. These flagella serve as a sensing mechanism, keeping the protozoa apprised of nearby objects. The strands also focus the protozoa's biological energy, erecting energy shields and discharging particle beams. Floating in the center of a stellar protozoa is a massive nucleus. This nucleus is a rudimentary brain, communicating through the viscous cytoplasm inside the protozoa. When a stellar protozoa is in danger, the nucleus coordinates its movements, shields, and particle beams. In addition, the nucleus can energize knots of cytoplasm and eject them through temporary gaps in the creature's tough exterior.

Stellar protozoans also produce a supernatural field that drains nearby energy. Within this field, starships lose power, living creatures weaken, and rotating bodies slow, their energy drawn away. This field has no effect on stellar protozoans but can eventually kill other living creatures and drain power sources.

This stolen energy is sufficient to sustain stellar protozoans indefinitely, but the creatures draw more nourishment from matter. When a stellar protozoa contacts a source of food—which is anything smaller than it is—it surrounds the object and begins breaking it down with corrosive cytoplasm.

High-energy material, such as that found in starship power cores, provides it with the most substantive nutrition.

When a stellar protozoa absorbs sufficient food, its nucleus grows and splits in two, dividing the protozoa into two smaller creatures. In an area that has sufficient food, the protozoans can divide rapidly enough to overwhelm the region.

Stellar protozoans instinctively avoid gravity wells and don't venture near stars or planets—a tendency that canny pilots can use to escape the creatures' attention. Although a stellar protozoa isn't capable of entering or exiting the Drift on its own, travelers have spotted the creatures floating in Drift space, likely unable to leave after being pulled into the extraplanar realm by some other force.

CYTOPLASM WEAPONS

Daring bioengineers can recover cytoplasm from a destroyed stellar protozoa and fashion it into a starship weapon, using a starship's computers to simulate the nucleus's commands to the amorphous goo. If the PCs defeat a protozoa, a successful DC 20 Life Science check allows them to salvage enough cytoplasm to add one of the following weapons to a starship when the group has the Build Points available. The GM can also make these weapons available on the open market.

CYTOPLASM WEAPONS (STARSHIP WEAPONS)

LIGHT TRACKING WEAPON	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Light cytoplasm launcher	Long	14	4d8	10	6	Limited fire 5
HEAVY TRACKING WEAPON	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Heavy cytoplasm launcher	Medium	14	6d8	10	10	Limited fire 5

THE SWARM



SWARM
MINDREAPER
CR 7
XP 3,200



SWARM
DREADLANCER
TIER 11

SWARM MINDREAPER

CR 7

XP 3,200

CE Medium monstrous humanoid

Init +4; Senses blindsense (vibration) 30 ft., darkvision 60 ft., see invisibility; Perception +19

DEFENSE

HP 90

EAC 18; KAC 19

Fort +6; Ref +8; Will +12

Defensive Abilities swarm mind; Immunities acid, fear effects

OFFENSE

Speed 30 ft., climb 20 ft.

Melee arm spike +14 (1d8+8 P; critical staggered [DC 17])

Offensive Abilities trepan

Spell-Like Abilities (CL 7th)

1/day—haste, slow (DC 20)

3/day—force blast (DC 19), inflict pain (DC 19), mirror image, mystic cure (2nd level)

At will—mind thrust (1st level, DC 18)

Constant—see invisibility

STATISTICS

Str +1; Dex +4; Con +2; Int +1; Wis +5; Cha -1

Skills Athletics +14 (+22 to climb), Mysticism +19, Stealth +14

Languages Shirren; telepathy 100 ft.

Other Abilities trepan analysis

ECOLOGY

Environment any

Organization solitary, pair, or pack (1-2 plus 3-6 Swarm corrovoxes)

SPECIAL ABILITIES

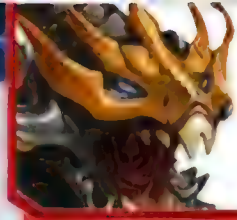
Arm Spike (Ex) A spike projects from one of the mindreaper's hands. The mindreaper cannot wield a weapon with this hand, and it can't be disarmed of this spike.

Swarm Mind (Ex) Members of the Swarm are bound together into a singular hive mind by a blend of exuded pheromones, imperceptible movements of antennae and limbs, electrostatic fields, and telepathic communication. All Swarm creatures with 30 feet of each other are in constant communication; if one is aware of a threat, all are. (Such awareness can spread along a "chain" of Swarm creatures under appropriate circumstances, potentially alerting distant Swarm creatures). In addition, once per round when within 30 feet of another Swarm creature, a Swarm creature can roll twice and take the better result on a saving throw against a mind-affecting effect.

Trepan (Ex) As a full action, a mindreaper can use its arm spike to pierce the skull of a helpless creature. The mindreaper makes one attack with its arm spike, scoring a critical hit if the attack succeeds. If this attack kills the target, the mindreaper siphons out a portion of the target's brain along with an impression of the creature's memories. A mindreaper can also use this ability to extract brain matter and memories from the remains of a creature killed within the last hour. This ability can be used only against living or recently killed creatures with a brain or close biological equivalent.

Trepan Analysis (Su) A mindreaper that has extracted brain matter with its trepan ability can analyze the memories stored within. Doing so functions as *speak with dead*, except the mindreaper has an hour after extracting the memories to ask the six questions, which need not be asked all at one time. Asking a question takes a full action. Only one mindreaper can extract memories from a given creature. A mindreaper can retain only one set of memories at a time; if it uses its trepan ability on another creature, any previously stored brain matter is lost.





THE SWARM

SWARM DREADLANCER**TIER 11**

CE Huge starship monstrous humanoid

Speed 6; Maneuverability average (turn 2); **Drift 1****AC 27; TL 24****HP 230; DT 5; CT 46****Shields** heavy 240 (forward 60, port 60, starboard 60, aft 60)**Attack (Forward)** super plasma cannon (3d6×10)**Attack (Port)** micromissile battery (2d6)**Attack (Starboard)** micromissile battery (2d6)**Attack (Turret)** particle beam (8d6)**Power Core** Nova Ultra (300 PCU); **Drift Engine** Signal Basic;**Systems** advanced medium-range sensors, crew quarters (common), mk 2 tetranode computer, mk 6 defenses.mk 8 armor; **Expansion Bays** guest quarters (2 common), shuttle bay**Modifiers** +2 to any 4 checks per round**Other Abilities** fleet mind, living starship, void adaptation**CREW ACTIONS****Engineer (2 actions)** Engineering +20 (11 ranks)**Gunners (3 actions)** gunnery +16 (11th level)**Pilot** Piloting +21 (11 ranks)**Science Officer (2 actions)** Computers +20 (11 ranks)**ECOLOGY****Environment** any vacuum**Organization** solitary, pair, or grist (3–8)**SPECIAL ABILITIES**

Fleet Mind (Ex) Like the individual Swarm components, Swarm starships are bound together into a singular hive mind through a blend of radio, quantum, and telepathic communication. All Swarm starships within 10 hexes of each other are in constant communication; if one is aware of a threat, all are. (Such awareness can spread along a "chain" of Swarm starships under appropriate circumstances, potentially alerting distant Swarm vessels.) Swarm vessels can also communicate telepathically with all Swarm creatures within 10 hexes.

Living Starship (Ex) A dreadlancer is a colony of symbiotic creatures so immense that it functions as a starship (and thus engages in only starship combat). Four central brains (represented as a tetranode computer) command a host of bioengineered Swarm components that act as a unified organism. These brains allow the dreadlancer to take crew actions using the skill bonuses, ranks, and level listed in Crew Actions above. Modifiers for the dreadlancer's size, speed, and maneuverability are already factored into its statistics. Critical damage to life support instead damages the central brains, with the listed effect applying to gunnery actions, in addition to any penalties from weapons array critical damage. Critical damage to crew has no effect on the dreadlancer, due to the adaptability of its components.

The myriad components that make up the Swarm act as a single-minded collective that consumes and incorporates other life. Individual components of the Swarm cannot be dissuaded from their tasks, sacrificing themselves if necessary. The Swarm has little regard for manufactured weapons, instead grafting biotechnology onto individuals or growing entire new subhives. Constant mutation has shaped the Swarm into many specialized forms, from microscopic parasites to bioorganic starships. The two Swarm components listed here are some of the more specialized Swarm evolutions.

Mindreapers are intelligence-retrieval components whose method of gathering intel is far from subtle: they use a bioweapon spike for lethal interrogations, impaling a victim through the brain and extracting neural tissue. Once the mindreaper has this brain matter, it can spend up to an hour extracting knowledge from it. In combat, soldiers of the Swarm support mindreapers in their duty. Rarely encountered alone, mindreapers bolster allies while neutralizing enemies with painful psychic feedback. Mindreapers are still units in the collective, but they show more initiative and adaptability. Swarm packs that contain mindreapers use more complex tactics than those without.



Swarm dreadlancers are a colony of Swarm components that form a living starship built around a plasma bioweapon. The vessel's four brains allow damaged dreadlancers to repair themselves given time and access to materials. These brains can self-terminate if captured, and they can eliminate a brain showing rogue tendencies.

A dreadlancer's internal components are noncombatants, but it can carry a complement of troops to repel boarders and engage in extravehicular missions. It also contains a Swarm transport shuttle. Use the statistics for the Ringworks Wanderer (*Starfinder Core Rulebook* 310) for this shuttle, except that it has the fleet mind and living starship special abilities. The shuttle has the listed ranks and bonuses, and it can take an engineer, gunner, and pilot action (one of each, in the appropriate phases). It cannot take captain actions.

TASHTARI



TASHTARI
CR 3
XP 800

TASHTARI
ALPHA
CR 7
XP 3,200

TASHTARI

CR 3

XP 800

N Medium magical beast

Init +4; Senses darkvision 60 ft., low-light vision;

Perception +8

DEFENSE

HP 40

EAC 14; KAC 16

Fort +7; Ref +7; Will +2

Resistances fire 5

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +9 (1d6+5 P)

Ranged muzzle beam +12 (1d4+3 F; critical burn 1d4)

Offensive Abilities bristle flash

STATISTICS

Str +2; Dex +4; Con +1; Int +0; Wis +1; Cha -1

Skills Acrobatics +8, Athletics +8 (+16 to climb), Stealth +13

ECOLOGY

Environment any forests or marshes (Castrovel)

Organization pack (3-8)

SPECIAL ABILITIES

Bristle Flash (Ex) Once per day as a standard action, a

tashtari can cause its filaments to glow with intense light. Each creature within 60 feet must succeed at a DC 12 Fortitude save or

be dazzled for 1d4 rounds. This ability has no effect on sightless creatures. Tashtaris and tashtari alphas are immune to the effects of this ability.

Muzzle Beam (Ex) As an attack, a tashtari can unleash a focused ray of light from its mouth that can burn a target like the beam of a laser pistol. This ray has a range increment of 80 feet.

TASHTARI ALPHA

CR 7

XP 3,200

N Medium magical beast

Init +5; Senses darkvision 60 ft., low-light vision;

Perception +14

DEFENSE

HP 105

EAC 19; KAC 21

Fort +11; Ref +11; Will +6

Resistances fire 5

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +15 (2d6+11 P)

Ranged muzzle beam +18 (2d6+7 F; critical burn 1d6)

Offensive Abilities bristle nova

STATISTICS

Str +4; Dex +5; Con +2; Int +1; Wis +1; Cha -1

Skills Acrobatics +14, Athletics +14 (+22 to climb), Stealth +19

ECOLOGY

Environment any forests or marshes (Castrovel)

Organization pack (2 plus 3-8 tashtaris)

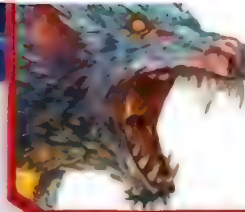
SPECIAL ABILITIES

Bristle Nova (Ex) Once per day as a standard action, a tashtari alpha can cause its filaments to flare with intense light. Each creature within 60 feet must succeed at a DC 15 Fortitude save or be blinded for 1d4 rounds. Creatures that succeed at this save are instead dazzled for 1 round. This ability has no effect on sightless creatures. Tashtaris and tashtari alphas are immune to the effects of this ability.

Muzzle Beam (Ex) As an attack, a tashtari alpha can unleash a focused ray of light from its mouth that can burn a target like the beam of a laser rifle. This ray has a range increment of 120 feet.

The first glimpse most observers have of a tashtari pack is a far-off twinkling of lights, which is easily mistaken for swamp gas or the glint of moonlight. Produced by the coat of supple filaments that cover a tashtari's body, these phosphorescent lights facilitate communication, allowing tashtari packs





TASHTARI

to silently coordinate while searching for prey and setting up ambushes. Tashtaris also use this luminescence for social interactions. Tashtaris evolved their tactics and laser attacks to hunt the small, quick-moving mammals of their native habitat on Castrovel, but these predators are not shy about taking down larger prey if circumstances are in their favor.

A pack of tashtaris consists of a dominant mating pair, their offspring, and close relatives. Juvenile tashtaris leave the pack soon after reaching maturity to seek mates from unrelated groups and found new packs.

Tashtaris are nocturnal. During the day, they use the flexible claws on their trio of multijointed legs to scramble to the sunlit tops of tall trees in their habitat. They spend much of the day basking, with their photoreceptive filaments raised to maximize sunlight absorption. This basking behavior, more common in cold-blooded creatures, offsets the tremendous caloric demands of the tashtari's muzzle laser. Instead of using bioluminescence, the tashtari stores solar energy gathered by its filaments in a photoenergetic node at its throat. When attacking, the tashtari uses a flexible focusing membrane to concentrate energy into a coherent, deadly beam.

Sentient species of Castrovel refer to these beasts as tashtaris, but offworlders have nicknamed the creatures "laser wolves," based on their hunting behavior and unique physiology. Attempts to domesticate tashtaris have spread the creatures to far-flung parts of the galaxy, but trainers must closely monitor the creatures' intake of solar radiation. Tashtaris transplanted to systems with stronger solar output can become dangerously aggressive.

TASHTARI BIOTECH

Hunters can do brisk business harvesting the filaments, photoenergetic nodes, and focusing membranes of tashtaris and selling them to bioengineers. If not for conservation efforts on Castrovel, tashtaris could have been hunted to extinction, since their photosensitive adaptations are difficult and expensive to duplicate through synthetic means. Cessation of hostilities between the formians and lashuntas has allowed a recent surge in the regulated trade of biotech that incorporates tashtari tissue. Explorers and scouts equip themselves with focusing membranes or filament mesh, and many people throughout the Pact Worlds use photoenergetic nodes for practical and cosmetic purposes.



A network of tashtari filaments implanted under the topmost layers of your skin allows you to harness and release energy from solar radiation. As a standard action, provided you have spent 4 hours of the past 24-hour period in bright light or direct sunlight, you can spend 1 Resolve Point to cause your filaments to glow with intense light.

Any creature (other than you) that can see this light and is within 60 feet of you must succeed at a Fortitude save (DC = 10 + half your level + your Constitution modifier) or be dazzled for 1d4 rounds. Mk 2 filament mesh causes all creatures that fail the Fortitude save to instead be blinded for 1d4 rounds. When exposed to bright light, filament mesh is faintly visible as a reflective tracery under your skin. This augmentation can't absorb or release light if your skin is completely covered with protective gear that doesn't allow light through. You must have armor adjusted to accommodate this augmentation (*Starfinder Core Rulebook* 196).

Normal clothing allows enough solar radiation through to charge the augmentation.

FOCUSING MEMBRANE

SYSTEM
Eyes

AUGMENTATION BIOTECH

MODEL	LEVEL	PRICE
Mk 1	4	1,925
Mk 2	9	13,260

The biological tissue a tashtari uses to produce its muzzle beam, a focusing membrane must be installed as part of an optical laser cybernetic augmentation (*Starfinder Armory* 89) of its item level or higher, adding to that augmentation's cost but allowing two augmentations in one system. An optical laser modified with a focusing membrane treats a target's fire resistance as if it were 5 lower (10 lower for mk 2). This benefit does not apply to the laser's burn critical hit effect.

PHOTOENERGETIC NODE

SYSTEM
Hand

AUGMENTATION BIOTECH

PRICE 625 LEVEL 2

Implanting a tashtari's photoenergetic node into your hand causes the appendage to glow with faint light. As a move action, you can discharge energy stored in your photoenergetic node into an analog melee weapon that you are currently holding in the same hand that has this biotech augmentation installed. The released energy instantaneously superheats the melee weapon, causing the weapon to deal 1d6 additional fire damage on a successful attack. The affected weapon deals this additional damage for 1 round for every 2 character levels you have. While heated, the affected weapon also sheds light as a flashlight, lantern, or beacon (you choose when you activate the augmentation). Once you've expended your photoenergetic node, you can't use it again until you've rested for 10 minutes to regain Stamina Points, but you can spend 1 Resolve Point to recharge it immediately.

FILAMENT MESH

SYSTEM
Skin

AUGMENTATION BIOTECH

MODEL	LEVEL	PRICE
Mk 1	5	3,450
Mk 2	10	17,500

TROX



TROX
CR 2
XP 600

TROX
DEFENSOR
CR 9
XP 6,400

TROX**CR 2****XP 600**

NG Large monstrous humanoid

Init +0; Senses darkvision 60 ft.; Perception +7

DEFENSE**HP 25**

EAC 13; KAC 15

Fort +6; Ref +5; Will +3

Defensive Abilities bulwark

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee assault hammer +11 (1d6+6 B)

Space 10 ft.; Reach 10 ft.

Offensive Abilities frenzy, grappler

STATISTICS

Str +4; Dex +0; Con +2; Int +0; Wis +1; Cha +0

Skills Athletics +12, Intimidate +7, Mysticism +7**Languages** Common, Nchaki**Gear** assault hammer**Other Abilities** vestigial arms**ECOLOGY****Environment** any (Nchak)**Organization** solitary, band (2-8), or clan (9-20)**SPECIAL ABILITIES****Bulwark (Ex)** When a trox fights defensively or takes the total defense action, he can grant half the bonus to AC granted by that action to an adjacent ally.**Frenzy (Ex)** Once per day when a significant enemy causes an ally to take Hit Point damage, a trox can fly into a frenzy, gaining a +2 racial bonus to melee attack rolls and a -2 penalty to AC for 1 minute.**Grappler (Ex)** Trox gain a +2 racial bonus to grapple combat maneuvers.**Vestigial Arms (Ex)** A trox's four vestigial arms can be used to hold, draw, or put away items of negligible bulk, but not to make attacks, wield weapons, or use items.**TROX DEFENSOR****CR 9****XP 6,400**

Trox soldier

LG Large monstrous humanoid

Init +4; Senses darkvision 60 ft.; Perception +17

DEFENSE**HP 145 RP 4**

EAC 22; KAC 24

Fort +13; Ref +12; Will +10

Defensive Abilities bulwark, guard's protection

OFFENSE

Speed 50 ft., burrow 20 ft.

Melee advanced swoop hammer +22 (3d10+18 B; critical knockdown)

Ranged advanced arc emitter +19 (2d4+9 E) or stickybomb grenade III +19 (explode [20 ft., entangled 2d4 rounds, DC 16])

Space 10 ft.; Reach 10 ft. (15 ft. with advanced swoop hammer)

Offensive Abilities frenzy, grappler

STATISTICS

Str +6; Dex +0; Con +4; Int +1; Wis +3; Cha +1

Skills Athletics +22, Intimidate +17, Mysticism +17**Languages** Common, Nchaki**Other Abilities** armor training**Gear** advanced iridishell, advanced swoop hammer, advanced arc emitter with 2 high-capacity batteries (40 charges each), stickybomb grenades III (2)**Other Abilities** rapid recovery, vestigial arms

**ECOLOGY****Environment** any (Nchak)**Organization** solitary, band (2-8), or clan (9-20)**SPECIAL ABILITIES****Bulwark (Ex)** See page 126.**Frenzy (Ex)** See page 126.**Grappler (Ex)** See page 126.**Vestigial Arms (Ex)** See page 126.

Trox are massive, sturdy creatures native to the Liavaran moon of Nchak. They have chitinous armor and a fearsome, mandibled countenance that belies their gentle spirits.

Three distinct, related creatures have been called trox. The original trox were eight-legged arthropods until a time long before the Gap when Nchak's spiritual leader, believed to be a mortal incarnation of Hylax, ordered their magical transformation into their current humanoid form. Spellcasters made four of the trox's eight legs into powerful limbs, shaped mandibles into scythes, and transformed chitin into layered armor plates that can flare in an intimidating display.

Many of these humanoid trox were then encased in shielded asteroids in Liavara's rings and ejected from orbit at magically enhanced speeds in myriad directions. The asteroids landed on several worlds in their home system. Duergar enslaved the trox that landed on lost Golarion and twisted them into murderous beasts. These further-altered trox disappeared when Golarion did, but their story is well known to Nchak's trox, making them even more vehement opponents of slavery.

Although they were created as emissaries, trox also make great soldiers. On Nchak, they are protectors of the spiritual center of Hylax worship, and they greet all peaceful visitors with humility and grace. The influence the philosopher worms of Nchak hold over the trox is mysterious. Trox speak of these worms only to say that they serve the beneficent aims of the Forever Queen.

Trox often serve as spiritual guides and advisors to those curious about Hylax. She is the goddess of diplomacy and peace, as well as protector of the weak, a role for which trox are also well equipped. Trox travel more often to teach and protect others than to seek adventure. Despite their might, they prefer to use their imposing presence to defuse conflict before it starts.

Trox devoted to Hylax wield hammers. To trox, these weapons are ancient symbols of constructive power, and are also useful for vanquishing threats to peace.

RACIAL TRAITS**Ability Adjustments:** +2 Str, +2 Con, -2 Dex**Hit Points:** 8**Size and Type:** Trox are Large monstrous humanoids with a space and reach of 10 feet.**Darkvision:** Trox have darkvision with a range of 60 feet.**Bulwark:** See page 126.**Burrower:** Trox have a burrow speed of 20 feet.**Chitin:** Trox chitin can help deflect effects, granting trox a +1 racial bonus to Reflex saves.**Frenzy:** See page 126.**Grappler:** See page 126.**Spiritual Fervor:** Trox gain a +2 racial bonus to Intimidate and Mysticism skill checks.**Swift:** Trox have a land speed of 40 feet.**Vestigial Arms:** See page 126.

VELSTRAC, ANCHORITE



ANCHORITE
CR 4
XP 1,200

ANCHORITE**CR 4****XP 1,200**

LE Medium outsider (evil, extraplanar, velstrac, lawful)

Init +5; **Senses** darkvision 60 ft., low-light vision;**Perception** +10**DEFENSE****HP 50****EAC** 16; **KAC** 18**Fort** +6; **Ref** +8; **Will** +3**Defensive Abilities** paired pain, regeneration 5 (good or silver); **Immunities** cold**OFFENSE****Speed** 30 ft.**Melee** ascetic velstrac flenser +10 (1d4+5 S & So; critical bleed 1d4)**Ranged** tactical acid dart rifle +13 (1d8+4 A & P; critical corrode 1d4) or frag grenade II +13 (explode [15 ft., 2d6 P, DC 13])**Offensive Abilities** unnerving gaze (30 ft., DC 13)**STATISTICS****Str** +1; **Dex** +5; **Con** +3; **Int** +0; **Wis** +1; **Cha** +1**Skills** Acrobatics +15, Athletics +10, Intimidate +10, Sense Motive +10**Feats** Opening Volley**Languages** Common, Infernal; telepathy 30 ft.**Gear** velstrac harness (functions as defrex hide), tactical acid dart rifle with 20 darts, ascetic velstrac flenser (see page 129) with 1 battery (20 charges), frag grenades II (2)**ECOLOGY****Environment** any (Shadow Plane)**Organization** solitary, pair, habit (3-6), or priory (7-12)**SPECIAL ABILITIES**

Paired Pain (Su) As a reaction after taking damage, an anchorite can telepathically link with a willing allied velstrac that it can see within 30 feet. When either of the velstracs paired in this way takes further damage, that damage is divided evenly between the two. A velstrac of a higher CR can share its damage with an anchorite while refusing to take the anchorite's shared damage. An anchorite already paired with another velstrac can't use this ability to create a new pair. The pairing lasts for 1

minute, until one of the pair dies, or until one of the pair ends it as a move action. The pairing also ends if one partner is ever more than 30 feet from the other.

Unnerving Gaze (Su) The anchorite's visage causes viewers to see themselves as the subject of the velstrac's self-mutilation. A creature that fails a DC 13 Will save against this gaze is shaken for 1 round. This is a mind-affecting, fear effect.

Sometimes called "kytons" by mortals, velstracs are cruel fiends who dwell on the Shadow Plane. Each velstrac seeks to unlock its highest potential by following a path of methodical, self-inflicted pain while also psychically feeding on the fear and anguish of mortal creatures. Velstracs care only for this path of pain and its mystical destination; they see "lesser" beings as nothing more than stepping-stones for their own ascension.

Transformation requires a velstrac to excise pieces of itself, spiritually and physically. Dross is cut away and replaced with grafts—artificial or natural, flesh or spirit, magical or technological. Each graft brings the velstrac closer to its ideal state and increases its power. In this practice, velstracs are more fanatical than even the Augmented are about cybernetic augmentations. The emotions and pain experienced during each step, they believe, cause spiritual evolution.

Legend holds that the first velstracs emerged when mortals conceived of cruelty as an acceptable means of personal advancement. The goodly gods, astonished and dismayed, chained the velstracs in Hell. However, instead of struggling against their bonds, the velstracs subsumed their chains and eventually escaped into the Shadow Plane.

Velstracs leave the Shadow Plane to prey on sentient creatures. They maintain installations and portals in dark locales, launching forays into the Material Plane from such places. Most mortals who fall into velstrac clutches are doomed to live out the remainder of their days—or minutes—in agony. However, such mortals can sometimes become velstracs themselves. The supposed methods of this shift differ wildly, but all involve terrible suffering that only escalates





VELSTRAC FLENSERS (ONE-HANDED ADVANCED MELEE WEAPONS)

SONIC	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Velstrac flenser, ascetic	2	550	1d4 S & So	Bleed 1d4	L	Powered (capacity 20, usage 1)
Velstrac flenser, singer	7	6,600	2d6 S & So	Bleed 1d8	L	Powered (capacity 20, usage 1)
Velstrac flenser, debater	12	37,600	4d8 S & So	Bleed 2d8	L	Powered (capacity 20, usage 1)
Velstrac flenser, recluse	17	261,360	10d8 S & So	Bleed 4d8	L	Powered (capacity 20, usage 1)

after the transformation is complete. These newest velstracs often become anchorites, fiendish ascetics devoted to the torment of themselves as much as of others. An anchorite's first act must be to willingly mutilate its flesh, showing its dedication to the velstrac way.

Anchorites are among the lowest-ranking fiends in the velstrac hierarchy. Often working in pairs or squads, they are crafters, gophers, and soldiers. Anchorite labor produces the majority of velstrac equipment, from their starships to their hide armors with inward-pointing studs and spikes. Anchorites take pains to make their creations macabre and ornate. These velstracs also make up the rank and file of velstrac exploration teams and starship crews.

In battle, anchorites aim to inflict maximum amounts of delicious agony upon themselves and their foes. Sharing pain is an ecstasy to anchorites as they guide each other along the path of evolution. Few velstracs of any sort refuse to telepathically pair with an anchorite and at least taste its pain, and it's a rare and disgraceful act for an anchorite to refuse to share with another. A stronger velstrac who takes advantage of an anchorite to survive an otherwise deadly conflict is not considered to be acting dishonorably because in velstrac doctrine, the weak exist to serve the needs of the mighty. All velstracs answer to the demands of their strongest, the velstrac demagogues.

VELSTRAC STARSHIPS

A clear hierarchy commands all velstrac groupings, including the fiends' starfaring forces. The velstracs' fast and sleek corvettes serve as heavy scouts and raiders, cutting into enemy territory and fleets like serrated blades. In starship combat, corvette crews fight as they would in personal combat, with the aim to deal maximum damage as brutally as possible. After strafing disabled ships with chain cannons, corvettes usually make boarding maneuvers to take prisoners. Corvette anchorite crews have even been known to use their escape pods as ballistic weapons against ships

with weakened defenses, hoping to overcome those defenses and, perhaps, to improvise boarding at the same time.

VELSTRAC CORVETTE

TIER 5

Medium transport

Speed 10; **Maneuverability** average (turn 2); **Drift** 1

AC 18; **TL** 18

HP 85; **DT** —; **CT** 17

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) heavy laser cannon (4d8), tactical nuclear missile launcher (5d8)

Attack (Aft) flak thrower (3d4)

Attack (Turret) chain cannon (6d4), light particle beam (3d6)

Power Core Pulse Red (175 PCU); **Drift Engine** Signal

Basic; **Systems** basic medium-range sensors, crew quarters (common), m10 thrusters, mk 3 armor, mk 3 defenses, mk 1 trinode computer; **Expansion Bays** cargo hold, escape pods, guest quarters (common), medical bay, science lab

Modifiers +1 to any 3 checks each round, +2 Computers (sensors only); **Complement** 6 (minimum 1, maximum 6)

CREW

Velstrac Captain Bluff +11 (5 ranks), Intimidate +16 (5 ranks)

Engineer Engineering +11 (5 ranks)

Gunners (2) gunnery +10

Pilot Piloting +16 (5 ranks)

Science Officer Computers +13 (5 ranks)

VELSTRAC FLENSERS

Velstracs wield flensers—blades designed to slice skin from muscle and muscle from bone—sometimes mounting these knives on rifles as bayonets. Flensers are honed to supernatural sharpness and powered to vibrate with the rhythms of the wielder's body. Velstracs have mastered the art of using these advanced melee weapons to inflict wounds while keeping targets alive. The table above shows an array of flensers, which can be purchased only in the darkest corners of the galaxy.

VERMELITH

VERMELITH
TIER 9

VERMELITH

TIER 9

N Huge starship magical beast

Speed 4; **Maneuverability** poor (turn 3)

AC 25; **TL** 22; **Immunities** EMP, radiation, vacuum

HP 200; **DT** 5; **CT** 40

Shields none

Attack (Forward) gravity gun +13 (6d6), bite +13 (8d6 plus EMP and swallow starship)

Attack (Turret) tail whip +13 (8d6, ripper)

Skills Engineering +17, Piloting +18

Power Core vermelith heart (150 PCU); **Drift** none; **Systems** mk 5 defenses, mk 8 armor; **Expansion Bays** swallow starship

Other Abilities encyst, extreme resistance, living starship, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +17 (9 ranks)

Gunners (2 actions) gunnery +15 (9th level)

Pilot (1 action) Piloting +18 (9 ranks)

ECOLOGY

Environment any vacuum

Organization solitary

SPECIAL ABILITIES

Bite (Ex) A vermelith can use its bite only against a ship in an adjacent hex. If the vermelith deals damage with this attack to a ship of its size or smaller, it holds that ship in place. As an action, the pilot of the bitten starship can attempt a DC 28 Piloting check to break free of the jaws. While holding a starship in its jaws, the vermelith can't move, turn, or use its gravity gun, but it can make tail attacks or attempt to bite or swallow the same starship. The vermelith and the ship it is holding take a -2 penalty to AC and TL and to Piloting checks to determine movement order in starship combat.

Encyst (Ex) A vermelith can coil up and, over 6 hours, exude a rocky layer that resembles an asteroid.



An encysted vermelith can take no actions, but it increases its AC and TL by 5 and its DT by 10. A creature that succeeds at a DC 28 Mysticism check can identify an encysted vermelith as a creature. A vermelith can remain encysted indefinitely. If awakened during starship combat, a vermelith bursts out of its cyst during the engineering phase and acts normally.

Extreme Resistance (Ex) A vermelith gains a +4 bonus to its AC against direct fire weapons that have the EMP special property or use gravity, and its DT against such weapons is 15. A vermelith has a +5 bonus to Piloting checks it attempts due to gravity, such as escaping a tractor beam.

Living Starship (Ex) A vermelith is a living creature that can engage only in starship combat. It has no crew, but it can still take engineer, gunner, and pilot actions using the skill bonuses, ranks, and level listed in the Crew Actions section above. Modifiers for its size, speed, and maneuverability are already factored into its statistics. Use the table below when the vermelith takes critical damage. The vermelith's brain can't gain the wrecked condition.

DX	SYSTEM	EFFECT
1-30	Weapon array	Condition applies to all gunner actions
31-60	Gravity centers	Condition applies to gunner actions with the gravity gun and all pilot actions
61-90	Heart	Condition applies to engineer actions except patching or repairing the heart
91-100	Brain	Condition applies to all actions

Swallow Starship (Ex) If a vermelith is holding a starship smaller than it in place, it can swallow that vessel by making a successful bite attack against it. A vermelith's gullet can hold one Large ship, two Medium ships, four Small ships, or eight Tiny ships. A vermelith can take an action during the gunnery phase to crush starships inside it, dealing 4d6 damage (divide this damage equally across all arcs, starting with the forward arc and proceeding clockwise) and applying the EMP special property. A swallowed vessel can still attack. The vermelith's interior has AC 21, TL 18, and DT 0. However, starship weapons deal half their damage to the firing ship through a combination of blowback and the vermelith's physical reactions. If a swallowed starship deals 50 damage to the vermelith's interior, the ship blows a hole in the creature big enough to attempt to fly through. During the helm phase, the pilot of a swallowed starship can attempt to fly free with a Piloting check (DC 28, or DC 33 if the vermelith has no hole in it). On a failure, the starship remains within the vermelith.

Tail Whip (Ex) A vermelith can use its tail whip only against



VERMELITH



a starship in an adjacent hex. This attack has the ripper special property.

Vermeliths are silicon-based worms of various sizes, but the titanic, starship-eating variety commands the most attention. These worms are lithotrophs that eat rock and metal. They dwell in asteroid fields, comet heads, dust clouds, and small moons.

Growing slowly but constantly, vermeliths live thousands of years, taking centuries to mature. They're adapted to zero-gravity and vacuum, but they can tolerate gravity, so they inhabit moons and planetoids, with or without atmosphere. Vermeliths can also perceive and manipulate electromagnetic and gravitational fields, including their own internal fields, which the worms use to move through space, rend objects, and find food by sensing the density of nearby materials.

Vermeliths begin life as egglike cysts, which are smooth, rocky orbs 5 feet across, drifting through space. The worm remains quiescent until its cyst drifts near a mineral-rich body. Once it finds such a prize, the worm dissolves its cyst and uses gravity manipulation to land. The young vermelith burrows in, gorging on the minerals. When the vermelith exhausts its food, it travels to nearby sources. If no such target can be found, the worm launches itself into space and encysts again, awakening when a chance encounter brings it near a new potential meal.

These star worms lead solitary lives and react aggressively to any interlopers in their territory, whether they are starships or other vermeliths. If an adult vermelith ventures near another mature specimen, both release a cloud of gametes before the stronger vermelith drives the weaker one away. These gamete clouds mix and form dozens of eggs, propagating the species. The reflective nutritive dust released with the gametes also forms vermeliths' natural defensive countermeasures.

Adult vermeliths spend much of their time asleep, conserving energy and digesting. A sleeping vermelith poses little threat to explorers unless something awakens it. While tall tales tell of ships that accidentally landed inside a sleeping vermelith with its mouth agape, deliberate exploration can also prove lucrative. The cavernous innards of an adult vermelith can enclose an entire ecosystem, including diverse life-forms. Moisture and

gases from the vermelith's digestive processes fill this internal cavity, kept in place by pressure and the vermelith's bizarre internal gravity. Derelict ships and ancient technology that survived digestion can be found inside, sometimes thousands of years old. Some vermeliths even have breathable atmospheres inside them. Inhabitants of these ecosystems aid their host's digestion or feed off the vermelith, while others are opportunistic survivors from destroyed vessels or smaller asteroids the worm swallowed. No two vermeliths house the same internal ecology.

Mature vermeliths average 1,200 feet long, but these worms continue growing throughout their lives. Truly ancient vermeliths can be Colossal and threaten the largest starships.

VERMELITH STARSHIPS

A slain vermelith's shell makes an excellent starship frame, with a hull that mitigates deleterious electromagnetic effects and provides a distinctive starship profile. A frame derived from a vermelith uses the head and a portion of the body, so this structure is smaller than the full worm. Larger vermeliths can provide materials for larger frames.

VERMELITH

Size Large

Maneuverability average (turn 2)

HP 130 (increment 20); **DT** —; **CT** 26

Mounts forward arc (1 heavy, 1 light), port arc (1 light), starboard arc (1 light), aft arc (1 light), turret (1 light)

Expansion Bays 7

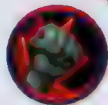
Minimum Crew 6; **Maximum Crew** 20

Cost 45

SPECIAL ABILITIES

Extreme Resistance (Ex) An EMP weapon has half its normal duration against a vessel built using this frame. The vessel has a +1 bonus to its AC against direct fire weapons that use gravity and a +1 bonus to Piloting checks the pilot attempts due to gravity, such as escaping a tractor beam. In addition, a biomechanical ship built from this frame treats its radiation exposure as 1 level lower when determining critical damage effects due to radiation.

VERMIN, SPACE



ASTEROID LOUSE
CR 1/2
XP 200

ASTEROID LOUSE**CR 1/2**

XP 200

N Small vermin

Init +2; Senses darkvision 60 ft.; Perception +4

DEFENSE

HP 13

EAC 10; KAC 12

Fort +4; Ref +2; Will +0

Defensive Abilities void adaptation;

Immunities acid

OFFENSE

Speed 30 ft., climb 30 ft.

Melee attach +6 or

bite +6 (1d6+1 P)

Offensive Abilities break objects

STATISTICS

Str +1; Dex +2; Con +3; Int -; Wis +0;

Cha -4

Other Abilities caustic remains,

consume objects, mindless

ECOLOGY

Environment any vacuum

Organization solitary, pair, brood

(3-9), or infestation (10-40)

SPECIAL ABILITIES

Break Objects (Ex) When attacking an object, an asteroid louse treats that object's hardness as 10 lower.

Caustic Remains (Ex) The remains of an

asteroid louse are caustic and stay so for 5 rounds. This acid affects inorganic material and flesh. Creatures or items that touch the remains take 1d4 acid damage that treats hardness as 10 lower than it is. Anything in contact with the acid for a full round instead takes 8 acid damage.

Consume Objects (Ex) An asteroid louse can eat objects with a hardness of 10 or lower. It deals 1 damage per minute to an object it's consuming. An asteroid louse is sated and stops feeding on a given day after dealing 100 damage this way.

NECROPEDE**CR 3**

XP 800

N Large vermin

Init +3; Senses darkvision 60 ft.; Perception +8

DEFENSE

HP 40

EAC 14; KAC 16

Fort +7; Ref +5; Will +2

Defensive Abilities void adaptation; Immunities acid

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +11 (2d4+1 A & P; critical corrode 1d4)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str +1; Dex +3; Con +5; Int -; Wis +0; Cha -3

Other Abilities mindless

ECOLOGY

Environment any (Eox)

Organization solitary, pair, or colony (3-6)

WARPMOTH SWARM**CR 6**

XP 2,400

N Fine vermin (swarm)

Init +5; Senses blindsense (vibration) 30 ft.,

darkvision 60 ft.; Perception +13

Aura disorienting (15 ft., DC 14)

DEFENSE

HP 90

EAC 18; KAC 20

Fort +8; Ref +10; Will +5

Defensive Abilities swarm

defenses, void adaptation;

Immunities swarm immunities

OFFENSE

Speed 30 ft., fly 30 ft. (Su, perfect)

Melee swarm attack (2d6 P)

Space 10 ft.; Reach 0 ft.

Offensive Abilities distraction (DC 14)

STATISTICS

Str -5; Dex +5; Con +3; Int -; Wis +0; Cha -3

Skills Acrobatics +13 (+21 to fly)

Other Abilities mindless

ECOLOGY

Environment any vacuum

Organization solitary, pair, or delusion (3-6)

SPECIAL ABILITIES

Disorienting Aura (Ex) A warpmoth swarm creates an oscillating light (colloquially called its warp) that is disorienting. A creature that is within this aura, can see the light, and fails a DC 14 Will saving throw can move at only half speed, rounded down to the nearest 5-foot increment. This is a mind-affecting effect.

PLANETOID BEETLE**CR 9**

XP 6,400

N Huge vermin

Init +3; Senses blindsense (vibration) 30 ft., darkvision 60 ft.;

Perception +17

DEFENSE

HP 145

EAC 22; KAC 24

Fort +13; Ref +11; Will +8

Defensive Abilities void adaptation; Immunities acid



COMET WASP SWARM
CR 12
XP 19,200

PLANETOID BEETLE
CR 9
XP 6,400

WARPMOTH SWARM
CR 6
XP 2,400

NECROPEDE
CR 3
XP 800

ASTEROID LOUSE
CR 1/2
XP 200

VERMIN
SPACE**OFFENSE****Speed** 30 ft., burrow 10 ft., climb 30 ft.**Melee** bite +21 (2d10+15 A & P)**Ranged** acid spit +19 (4d6+4 A; critical corrode 1d6)**Space** 15 ft.; **Reach** 10 ft.**Offensive Abilities** break objects**STATISTICS****Str** +6; **Dex** +3; **Con** +4; **Int** —; **Wis** +0; **Cha** —3**Other Abilities** consume objects, mindless, rock tunneler**ECOLOGY****Environment** any vacuum**Organization** solitary or pair**SPECIAL ABILITIES****Acid Spit (Ex)** Once per round as a standard action, the planetoid beetle can spit acid as a ranged attack that has the line property and a range of 60 feet.**Break Objects (Ex)** When attacking an object, a planetoid beetle treats that object's hardness as 10 lower.**Consume Objects (Ex)** A planetoid beetle can eat objects with a hardness of 10 or lower. It deals 4 damage per minute to an object it's consuming. It is sated and stops feeding on a given day after dealing 400 damage in this way.**Rock Tunneler (Ex)** Using its acid to soften rock, a planetoid beetle can burrow through stone at half speed. It can make tunnels when it burrows.**COMET WASP SWARM****CR 12****XP** 19,200**N** Diminutive vermin (swarm)**Init** +8; **Senses** blindsight (vibration) 30 ft., darkvision 60 ft.;**Perception** +22**DEFENSE****HP** 200**EAC** 26; **KAC** 28**Fort** +14; **Ref** +16; **Will** +11**Defensive Abilities** swarm defenses, void adaptation;**Immunities** cold, swarm immunities**OFFENSE****Speed** 30 ft., fly 30 ft. (Su, perfect)**Melee** swarm attack (6d6 C & P plus chilling toxin)**Space** 10 ft.; **Reach** 0 ft.**Offensive Abilities** distraction (DC 19), implant**STATISTICS****Str** —2; **Dex** +8; **Con** +5; **Int** —; **Wis** +0; **Cha** —3**Skills** Acrobatics +22 (+30 to fly)**Other Abilities** mindless**ECOLOGY****Environment** any vacuum**Organization** swarm, pair, or brood (3–6)**SPECIAL ABILITIES****Implant (Ex)** A comet wasp swarm can choose not to use its swarm attack on (and deal no damage to) a helpless or paralyzed living creature in its space. Instead of doing so, the swarm implants eggs in that creature, afflicting it with comet wasp gestation.**CHILLING TOXIN****Type** poison (injury); **Save** Fortitude DC 19**Track** Dexterity (special); **Frequency** 1/round for 6 rounds**Effect** progression track is Healthy—Sluggish—Stiffened—Staggered—Immobile; no end state**Cure** 1 save**COMET WASP GESTATION****Type** disease (injury); **Save** Fortitude DC 19**Track** physical (special); **Frequency** 1/day**Effect** no latent state; the victim dies on the fifth day as a new comet wasp swarm cuts itself free**Cure** surgically extract eggs with a Medicine check (DC 19) that takes 1 hour and requires a medical lab; subject takes 1d4 Constitution damage on each attempt

Even the vacuum of space has bugs. Most of these void-dwelling vermin are harmless, but some are dangerous or predatory.

Asteroid lice and planetoid beetles feed on minerals in the rock of their airless habitats. Asteroid lice are communal, but planetoid beetles are territorial, tolerating only one mate. These creatures and their eggs can float in space to a new home. However, careless quarrying and shipping have accelerated their spread through the galaxy.

Xenobiologists theorize many space vermin evolved in special circumstances. Necropedes were once centipede-like scavengers on Eox; they now have a bite that can digest undead flesh. A warpmoth is like a glowing blue-white speck attracted to moving light, such as other warpmoths or passing starships. Gathering in swarms and following ships helps the moths feed and mate. Comet wasps create nests in frozen interstellar bodies. These icy, venomous vespids lay their eggs in living creatures.

VLAKA



**VLAKA
TRACKER**
CR 2
XP 600

**VLAKA
HANDLER**
CR 6
XP 2,400

VLAKA TRACKER**CR 2****XP 600**

Vlaka mechanic

LN Medium humanoid (vlaka)

Init +4; **Senses** blindsight (scent) 30 ft., deafened, low-light vision; **Perception** +7**DEFENSE****HP 23 RP 3****EAC** 13; **KAC** 14**Fort** +3; **Ref** +5; **Will** +3**Resistances** cold 5**OFFENSE****Speed** 30 ft.**Melee** tactical

baton +6

(1d4+2 B)

Ranged static arc

pistol +8 (1d6+2 E;

critical arc 2)

Offensive Abilities target tracking**STATISTICS****Str** +0; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0;**Cha** +0**Skills** Computers +12, Engineering +12, Life

Science +7, Medicine +12, Stealth +7

Languages Common, Vlakan (spoken, signed, and tactile)**Other Abilities** artificial intelligence (exocortex), buoy, custom rig (brain), deaf**Gear** freebooter armor I, static arc pistol with 2 batteries (20 charges each), tactical baton**ECOLOGY****Environment** any (Lajok)**Organization** solitary, pair, or pack (3-5)**SPECIAL ABILITIES**

Buoy (Ex) As a standard action, a vlaka can spend 1 Resolve Point to restore 1 RP to an ally within 30 feet. A vlaka can't use this ability again until she has taken a 10-minute rest to regain Stamina Points. This is a sense-dependent, mind-affecting ability.

Deaf (Ex) This vlaka tracker cannot attempt Perception checks to listen and is immune to effects that rely on hearing to function.

VLAKA HANDLER**CR 6****XP 2,400**

Vlaka envoy

NG Medium humanoid (vlaka)

Init +2; **Senses** blinded, blindsight (hearing) 60 ft., blindsight (scent) 30 ft.; **Perception** +13**DEFENSE****HP 80 RP 4****EAC** 18; **KAC** 19**Fort** +5; **Ref** +7; **Will** +9**Resistances** cold 5**OFFENSE****Speed** 30 ft.**Melee** tactical knife +12 (2d4+6 S)**Ranged** corona laser pistol +14 (2d4+6 F; critical burn 1d4)**STATISTICS****Str** +0; **Dex** +2; **Con** +0; **Int** +3;**Wis** +0; **Cha** +5**Skills** Culture +13,

Diplomacy +18, Medicine +18,

Piloting +13, Sense Motive +18

Languages Common, Vlakan (spoken, signed, and tactile)

Other Abilities envoy improvisations (quick inspiring boost [12 SP], watch out, watch your step)

Gear freebooter armor II, corona laser pistol with 2 batteries (20 charges each), tactical knife

ECOLOGY**Environment** any (Lajok)**Organization** solitary or pair**SPECIAL ABILITIES****Buoy (Ex)** See above.

Wolflike creatures with thick fur, vlakas hail from a doomed planet called Lajok, an arctic world in the Vast that is the most distant from its system's dying star. Life is barely sustainable on Lajok, and as its sun grows dimmer, it might be able to sustain an ecosphere for only a few more centuries. Some vlakas respond to this knowledge by building strong communities that can last as long as possible on their home world, but others travel among the stars seeking a longer-term solution.

Vlaka fur is usually white with large patches of pale blue, gray, or black, and it provides them





VLAKA

protection against all but the most bitter cold. Around two-thirds of vlakas are born blind or deaf. Although they have long had access to magic and technology that can mitigate or remove such conditions, not all vlakas choose to do so, valuing the cultural touchstones such as language and perspective variances that are associated with differing ways of sensing the world. A typical vlaka stands 5-1/2 to 6-1/2 feet tall and weighs between 175 and 250 lbs.

Vlakas can appear unnervingly serious, but they're acutely attuned to the emotional state of others, and they offer friendly encouragement when they sense it might be helpful. Vlakas emphasize on the well-being of the group over the individual, a practice that evolved from survival strategies required to thrive in the tundra of Lajok. While not wholly self-sacrificing, vlakas go to great lengths to assist, protect, and encourage their friends, colleagues, and kin. Vlakas frown upon self-aggrandizing leadership, and they respect those who display wisdom, listen the most, and speak the least.

Most vlaka groups are led by councils whose members rotate between roles and dutifully carry out the will of their constituents rather than seeking political power for themselves. Vlakas who travel with other races often find themselves thrust into leadership positions thanks to their penchant for working for the benefit of and listening to their allies. Most vlakas accept such responsibilities but deflect any unwarranted respect afforded them solely due to their title.

A few vlakas who visited the Pact Worlds before the Absalom Pact was signed served as a bridge between Eox and other worlds. Vlakas have since become famous as dependable go-betweens for groups seeking genuine accord. A vlaka might even work with clients who have been bad actors in the past, hoping to find a situation beneficial to all sides and to see ethical improvement in future behavior.

Many sapient creatures find themselves drawn to the camaraderie vlakas offer, but others try to take advantage of their openness. Vlakas who grow weary of the strife among other races might withdraw to focus on working with animals or machines. However, most vlakas seek well-intentioned groups of like-minded starfarers to do some good in a galaxy that can be callous and brutal.



RACIAL TRAITS

Ability Adjustments: +2 Wis, +2 Cha, -2 Int

Hit Points: 4

Size and Type: Vlakas are Medium humanoids with the vlaka subtype.

Buoy: See page 134.

Cold Resistance: Vlakas have cold resistance 5 that stacks with one other source of cold resistance.

Cooperative: Vlakas gain a +2 bonus to skill checks for the aid another action and to attack rolls to provide harrying fire. A creature using the aid another action to assist a vlaka gains a +2 bonus to the skill check.

Perceptive: Vlakas gain a +2 bonus to Perception and Sense Motive checks.

Versed: Vlakas can speak, read and write their native language, Vlakan. They also know the signed and tactile versions of this language.

Vlaka Senses: Vlakas can be born with one of three possible sets of senses. During character creation, determine a vlaka's senses by choosing from those available. A vlaka born with functional sight or hearing who becomes permanently blind or deaf does not gain the abilities of a vlaka born with blindness or deafness.

Blind: A blind vlaka has blindsight (hearing) with a range of 60 feet, blindsight (scent) with a range of 30 feet, and the blinded condition (*Starfinder Core Rulebook* 273). The vlaka is naturally sightless, so the blinded condition can be removed only by effects that grant sight to creatures with no natural vision.

Deaf: A deaf vlaka has blindsight (scent) with a range of 30 feet, low-light vision, and the deafened condition (*Core Rulebook* 275). However, this condition imposes no penalty to initiative rolls or opposed Perception checks that are not based on hearing. The vlaka is naturally without hearing, so the deafened condition can be removed only by effects that grant hearing to creatures with no natural ability to perceive sound.

Hearing and Sighted: A vlaka who has hearing and sight also has blindsense (scent) with a range of 30 feet and low-light vision.

APPENDIXES

A

Grafts are a set of adjustments applied to a monster or NPC, allowing a GM to quickly and easily modify a creature's stat block to better represent what sort of creature it is or to give it new abilities. Appendixes 1 and 2 on the following pages present both creature subtype grafts and environmental template grafts. See the *Starfinder Alien Archive* for other types of grafts that can be added to creatures.

APPENDIX 1: CREATURE SUBTYPE GRAFTS

Many creatures have subtypes that distinguish them from other races within the same broad creature type. Generally, a subtype graft grants a few traits to a creature. Other subtypes don't grant additional abilities but are important for interactions with other rules.

Creature Subtype Entries

A creature subtype graft gives a description of the subtype, followed by specific traits innate to that creature subtype.

Grafts: Some subtypes grant additional subtype grafts; these are listed in this entry.

Traits: The listed traits are usually innate to all creatures of the subtype, so it is recommended that a creature with this subtype gain them. The special abilities included in the traits entry don't count against the number of abilities granted by the creature's array.

Aeon

Aeons are a race of neutral outsiders that maintain the balance of reality.

Traits: Immunity to cold, critical hits, and poison; resistance 10 to electricity and fire; bonus equal to CR to skill checks to recall knowledge; envisaging (see below); extension of all (see below).

Envisaging (Su): Aeons communicate without language, first scanning beings for their thoughts and intentions and then projecting psychic flashes of a single concept in response. These flashes are usually a combination of visual and aural stimulation that communicate the aeon's intent or understanding. An aeon's envisaging functions as a nonverbal form of telepathy with a range of 100 feet, and it counts as a language for the purposes of telepathy and truespeech. Aeons can't read the thoughts of creatures immune to mind-affecting effects.

Extension of All (Ex): Aeons can communicate telepathically with other aeons over vast distances. This ability works even across planes, albeit less effectively, allowing the communication of only vague impressions and feelings.

Azata

Azatas are celestials, or good outsiders, native to Elysium.

Traits: Darkvision 60 ft., low-light vision; immunity to electricity and petrification; resistance 10 to cold and fire; truespeech.

Cold

Creatures with this subtype are usually native to frigid environments.

Traits: Immunity to cold; vulnerable to fire.

Damai

This subtype is applied to damais and creatures related to damais.

Traits: Low-light vision; if the NPC is of the damai race (see page 32), it gains the scrappy racial trait and Stealth and Survival as master skills.

Demon

Demons are fiends, or evil outsiders, native to the Abyss.

Traits: Immunity to electricity and poison; resistance 10 to acid, cold, and fire; summon allies (see page 152); telepathy 100 ft.

Devil

Devils are fiends, or evil outsiders, native to Hell.

Traits: See in darkness; immunity to fire and poison; resistance 10 to acid and cold; summon allies (see page 152); telepathy 100 ft.

Earth

This subtype is usually applied to outsiders with a connection to the Plane of Earth.

Traits: Burrow speed; blindsense or blindsight (vibration) with a varied range.

Elemental

An elemental is a creature composed entirely of matter from one of the four Elemental Planes.

Traits: Elemental immunities.

Fire

This subtype is usually applied to outsiders with a connection to the Plane of Fire and creatures with a strong affinity to fire.

Traits: Immunity to fire; vulnerable to cold.

Giant

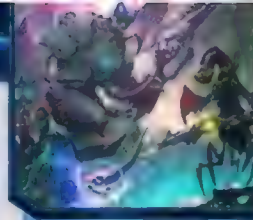
This subtype is applied to giants and creatures related to giants.

Traits: Low-light vision; many NPCs with this subtype gain Intimidate and Perception as master skills.

Goblinoid

This subtype is applied to humanoids of various goblinoid subspecies, such as hobgoblins.

Traits: Darkvision 60 ft.; if the NPC is of the hobgoblin race (see page 76), it also gains the battle hardened racial trait



and Intimidate and Stealth as master skills; if the NPC is of the kanabo race (see page 89), it gains the armor savant and kanabo magic racial traits.

Incorporeal

Creatures with this subtype have no physical bodies.

Traits: Incorporeal.

Khizar

This subtype is applied to khizar and creatures related to khizar.

Traits: Blindsense (vibration) 30 ft., blindsight (life) 30 ft.; if the NPC is of the khizar race (*Starfinder Pact Worlds* 212), it also gains the carbonic respiration, evergreen, and limited telepathy (including communication with non-mindless creatures of the plant type) racial traits, and gains Life Science and Survival as good skills.

Oni

Oni are evil spirits that take humanoid form to become native outsiders.

Grafts: Oni gain the humanoid subtype graft of the race associated with their physical form. For example, a ja noi oni takes the form of a hobgoblin and therefore gains the goblinoid subtype graft, even though it is not a humanoid or a member of the hobgoblin race. Oni also gain the shapechanger subtype graft, with their change shape ability generally limited to humanoids of similar size.

Traits: Darkvision 60 ft., low-light vision, regeneration (suppressed by acid or fire).

Orc

This subtype is applied to orcs and creatures who are related to orcs.

Traits: Most creatures with this subtype gain darkvision 60 ft. and the ferocity universal creature rule; if the creature is of the half-orc race (*Starfinder Core Rulebook* 510), it also gains Intimidate and Survival as master skills.

Pahtra

This subtype is applied to pahtras and creatures related to pahtras.

Traits: Darkvision 60 ft., low-light vision; if the NPC is of the pahtra race (see page 94), it also gains the nimble and wary racial traits, Acrobatics as a master skill, and Stealth as a master skill.

Phantomite

This subtype is applied to phantomites and creatures related to phantomites.

Traits: Darkvision 60 ft.; if the NPC is of the phantomite race (see page 96), it also gains the acclimated and heat tracking special abilities and Acrobatics and Athletics as master skills.

CREATING MONSTERS AND OTHER NPCs

Starfinder Alien Archive 2 provides all the information you need to use and quickly modify the creatures presented in this book. For information on creating new monsters and NPCs, see pages 126–143 of the *Starfinder Alien Archive*.

Shapechanger

This subtype is applied to creatures that can dramatically alter their forms.

Traits: Change shape (with specific details depending upon the creature).

Strix

This subtype is applied to strix and creatures related to strix.

Traits: Darkvision 60 ft.; if the NPC is of the strix race (*Starfinder Pact Worlds* 214), it also gains the strix mobility, suspicious, and tinkerer racial traits, and gains Perception as a master skill and Stealth as a good skill.

Swarm

This subtype is applied to any collection of Fine, Diminutive, or Tiny creatures (usually vermin) that acts as a single creature. A swarm has a single pool of Hit Points, a single initiative modifier, and a single EAC and KAC. It attempts saving throws as a single creature. A single swarm usually occupies a square (if it is made up of nonflying creatures) or a cube (if it is made up of flying creatures) 10 feet on a side, but its reach is 0 feet. A swarm can move through cracks or holes large enough for its component creatures to fit through.

In order to attack, a swarm moves into an opponent's space, which provokes an attack of opportunity. Spellcasting or concentrating on spells within the area of a swarm requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration, such as Computers, within the area of a swarm requires a successful DC 20 Will saving throw.

Traits: Swarm defenses, swarm immunities, distraction, swarm attack.

Velstrac

Velstracs are lawful evil outsiders native to the Shadow Plane who feed on fear and pain.

Traits: Darkvision 60 ft., immunity to cold, regeneration 5 (suppressed by good or silver), unnerving gaze (see below).

Unnerving Gaze (Su): This gaze ability manipulates the perceptions of those who look upon a velstrac. Unnerving gaze has a range of 30 feet and can be negated by a Will save; the exact effects vary by velstrac. All velstracs are immune to this ability. This is a mind-affecting fear effect.



Vlaka

This subtype is applied to vlakas and other creatures related to vlakas.

Traits: Resistance 5 to cold; if the NPC is of the vlaka race (see page 134), it also gains the buoy, cooperative, versed, and vlakan senses racial traits and Perception and Sense Motive as master skills.

Water

This subtype is usually applied to outsiders with a connection to the Plane of Water.

Traits: Swim speed, gains Athletics as a master or good skill.

APPENDIX 2: ENVIRONMENTAL GRAFTS

Environmental grafts are a form of template grafts—modifications applied to a creature to transform it in some way. This appendix presents environmental grafts that allow you to change a creature into a new creature appropriate for a new environment or terrain. These template grafts can be used with any kind of creature, but the entries for dinosaurs, herd animals, and predators are specifically designed to easily work with these rules, and applying these environmental grafts to humanoids, monstrous humanoids, and outsiders may require some additional adjudication.

Guidelines

You can add some or all of the abilities and skills listed in an environmental graft to adapt a creature into one appropriate for that environment. If you wish, you can also remove abilities not needed in the environment—if you decide to turn a burrowing creature into an aquatic creature, it likely no longer needs burrowing (although if you want a sea monster that can also dig through sandy beaches, you might keep the burrowing ability). The following guidelines also offer guidance on how to adjust natural attacks, skills, special abilities, speed and movement types, and senses when adjusting a creature to a new environment. You can also use these guidelines to make ad hoc adjustments to creatures when adapting them without using a template graft of any kind.

Natural Attacks

You can always change a creature's natural attacks to match a different body shape. If you want to use the stat block for a creature that has a tail smash for a creature that instead has sharp claws, that's as easy as switching the name of the attack and changing the damage type from bludgeoning to slashing.

Senses

Creatures have keen senses, which can be expressed by raising good Perception to master level when a particular sense is involved. Other senses sharper than the human norm are usually free abilities (*Starfinder Alien Archive* 142). They have low-light vision by default, but that inclusion is optional. Many species, especially those that operate in environments

where sight can be unreliable, have blindsense related to scent, sound, or vibration. Creatures that commonly hunt warm-blooded prey, such as snakes, have blindsense sensitive to heat. A blindsense range of 30 feet or less is most common. A creature with particularly keen nightvision might qualify for darkvision with a range of 60 feet, although such vision is often coupled with light blindness.

Some species enjoy even keener special senses. A predator that has blindsense (scent) might also have tracking (scent), for instance. Other creatures, such as dolphins, have blindsight (sound) due to sonar or similar capabilities. The range on such an ability can be quite large, up to 120 feet. Such sharpness in one sense can be coupled with weakness in another. Some creatures that have blindsense or blindsight have poor vision and could have the sightless trait.

Skills

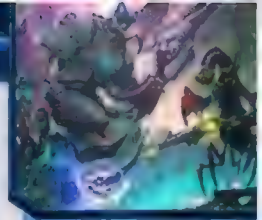
The skills listed in each environmental graft are gained as good skills if the creature does not already have them. If the creature has the listed skill as a good skill already, it becomes a master skill. Some skill are listed with (master) after them; these are always gained as master skills. If there are any common adjustments to these skills, they are listed afterward. These additions do not count against the creature's normal number of good and master skills (though again, you may wish to remove any skills that do not match your new creature concept). You can always adjust a creature's good and master skills to match a different body shape.

Special Abilities

In addition to any changes listed in an environmental graft, you can add or exchange extraordinary abilities to a creature to match a new body type or make it interact differently in combat. You can also look at the special abilities granted to existing creatures and use them to create new creatures that fill similar roles. For example, the dinosaur entry (see page 38) has entries for pterosaur (with the Spring Attack feat), dromaeosaurid (with pounce), ceratopsid and sauropod (both with trample), and theropod (with swallow whole). One way to change these stat blocks to represent new creatures is to change out these special abilities. If you were making a new creature based on the sauropod stat block but you wanted it to have huge tentacles, you could select the grab ability from the universal creature rules and replace the sauropod's tail attack and trample ability with a tentacle attack (with the same attack bonus and damage) with grab. Alternatively you could decide it has enormous spikes on its tail, and that it can swing its tail over its head like a lance when charging, and give it the dromaeosaurid's pounce ability instead of trample.

Speed and Movement Types

Changing what environment a creature operates in often calls for a change in its movement modes and speed. You can increase a creature's speed up to double or decrease it



by up to half, based on your concept. Other creatures are faster in a given context, such as when taking the charge, run, or withdraw action. Many creatures also have different movement types, depending on their native environments, and some gain movement types from environmental grafts. The following generalities can help you customize an individual creature's speeds, or when using environmental grafts. While these guidelines reference a creature's land speed for comparison's sake, for creatures without land speeds you can use whatever movement type they have.

Burrowing: Numerous creatures slowly excavate tunnels, dens, or warrens, but only a few dig quickly enough to do so in combat. A burrowing creature typically has a burrow speed one-half to two-thirds as fast as its land speed.

Climbing: A creature that has a climb speed typically has a climb speed from one-half as fast as its land speed to the same as its land speed. If a creature can climb across ceilings, it has the spider climb universal creature rule (see page 152).

Flying: If a creature uses biological methods to fly (most often wings, but some creatures have other means, such as skin flaps, gas sacs, or sails), this ability is extraordinary. Fly speeds vary greatly, from half or less of a creature's land speed up to two or three times as fast as its land speed. When you give a creature a fly speed, give it a maneuverability rating of clumsy, average, or perfect based on how nimble you wish it to be.

Some airborne creatures are clumsy when grounded. A creature like this has a land speed lower than those in the generic stat blocks. A creature that can jump well can either be given a fly speed that requires it to land at the end of every move, or just have Athletics as a master skill.

Swimming: A creature that's a good swimmer has a swim speed as fast as the land speed in its generic stat block. A great swimmer might have a swim speed two or three times this number—especially if its land speed is less than 30 feet. A great swimmer's effective land speed might even be as low as 0 feet.

Environmental Graft Entries

These environmental grafts can be applied to any creature, though additional adjudication may be needed when applying them to humanoids, monstrous humanoids, and outsiders.

Airborne

Airborne creatures spend a good part of their life aloft.

Flying: Airborne creatures gain a fly speed at least as fast as their land speed, and often twice as fast.

Senses: Keen eyesight is common among airborne creatures. You can choose to give them blindsense or darkvision with a longer-than-usual range.

Skills: Acrobatics, Perception.

Aquatic

An aquatic creature lives much, if not all, of its life in the water.

Aquatic Subtype: Most aquatic creatures have the aquatic

subtype, meaning they breathe water. A creature that can breathe air and water has the aquatic subtype and the amphibious special ability. If an aquatic creature lacks the aquatic subtype, it has the hold breath special ability.

Depth Inured: You can make aquatic creatures immune to the dangers of extreme depths (*Starfinder Core Rulebook* 396) without counting it against their special abilities.

Senses: You can add one sense for free if you wish. Among aquatic creatures, blindsense (scent, sound, or vibration) is common. Some such creatures have sonar, granting them blindsight (sound) out to 120 feet. A few aquatic predators have tracking (scent), normally representing the ability to sense blood in the water.

Skills: Athletics. The creature might have penalties to such checks on land.

Swimming: Aquatic creatures normally have a swim speed based on their CR. This swim speed is typically 20 feet for creatures with a CR of 2 or less, 30 feet for CR 3–6, 40 feet for CR 7–9, 50 feet for CR 10–12, and 60 feet for CR 13 or higher (though you can make creatures faster or slower, based on the creature's concept and other abilities). Many aquatic creatures have no other form of movement, though you can make flying, walking, or burrowing aquatic creatures if you wish.

Arboreal

A creature is arboreal if it not only lives in forests but also lives primarily in the trees.

Climbing: Arboreal creatures are great climbers and gain a climb speed equal to at least half their land speed.

Flying: Some arboreal creatures fly. You can give arboreal creatures a typical fly speed, as flying creatures find shelter high and plentiful in forests.

Senses: You can optionally add senses to an arboreal creature. Keen hearing is common among arboreal creatures, which can't rely on sight in dense vegetation. You can grant them blindsense (scent) or blindsight (sound), generally with a 30-foot range.

Skills: Acrobatics, Athletics.

Arctic

Constant cold forces an arctic creature to adapt to frigid conditions. Many constantly frozen regions are also deserts.

Burrowing: Some arctic creatures can dig quickly through ice or snow, and they gain a typical burrow speed. Some such creatures can also burrow in soil.

Cold Inured: An arctic creature treats severe cold as cold and extreme cold as severe cold. Such a creature might also have resistance 5 to cold or the cold subtype.

Skills: Survival (master).

Desert

The arid conditions of a desert breed tough creatures. Many desert creatures also have the arctic or thermic environmental graft, representing particularly cold or hot deserts.

A

Burrowing: A few desert creatures can burrow through sand, dust, and parched soil, gaining a typical burrow speed.

Thirst Inured: You can allow desert creatures to go without water for as long as most creatures can go without food without it counting against their number of special abilities.

Skills: Survival (master).

Forest

From sweltering jungles to frosty taigas, forests shelter abundant creature life.

Arboreal: If a creature lives up in the trees, it's also arboreal. See that environmental graft on page 139.

Climbing: Many forest species are adroit climbers. They should have a climb speed, Athletics as a master skill, or both.

Skills: Choose two: Acrobatics, Athletics, Stealth. Forest creatures can have coloration that grants them a +4 to +8 bonus to Stealth checks in their native environment (and similar conditions) without it counting against their number of special abilities.

Marsh

Ample vegetation and water make marshes a fine home for countless creatures.

Aquatic: Many marsh creatures have benefits from the aquatic environmental graft. A marsh is likely to have more species that spend time on land and are therefore amphibious or able to hold their breath.

Skills: Athletics, Stealth.

Swimming: A swim speed is a boon in marshlands. However, many marshes

provide less open water, so native creatures swim more slowly than is typical for the aquatic graft and retain (or gain) a land speed.

Mountain

The high, rugged terrain that makes up mountains is difficult to navigate and can be cold and dry. Creatures that live in such regions are accustomed to the thin air.

Climbing: Most mountain creatures have a climb speed and a land speed.

Flying: Mountains are home to many creatures that fly, enjoying the high perches and wide visibility such rugged terrain offers.

Skills: Choose two: Athletics, Acrobatics, Stealth.

Plains

Flat land makes for creatures with good vision who are used to free movement.

Fast Movement: Plains creatures are often fast on the ground. Predators are good at charging or pouncing, while prey are accomplished at escape tactics. Increase the creature's land speed by 10 feet.

Senses: Low-light vision, darkvision, and tracking (scent) are useful senses on the plains, and you can add one of these to the creature without it counting against that creature's number of special abilities.

Skills: Choose two: Acrobatics, Athletics, Perception, or Stealth. A plains creature can have coloration that grants it a +4 to +8 bonus to Stealth checks in its native environment (and similar conditions) without it counting against the creature's number of special abilities.

Radioactive

Any terrain might be radioactive, but such territory is often desolate like a desert.

Radiation Immune: In radioactive zones, creatures might adapt and become immune to certain levels of radiation. You can give a creature radiation immunity without it counting against that creature's number of special abilities.

Senses: Radiation can cause weird mutations. Creatures native to radioactive regions might have unusual forms of blindsense or blindsight, perhaps allowing them to perceive things that lack radioactivity.

Skills: Survival.

Solar

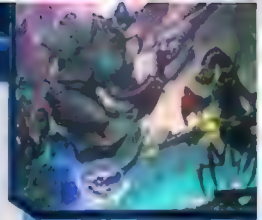
The stars themselves sometimes have bizarre ecosystems.

Bright: If a creature lives in a star, it can shed light without it counting against its number of special abilities. Most often, this luminescence creates dim light in a 20-foot radius.

Fire Subtype: The fire subtype provides a solar creature with the fire immunity necessary to live in a star.

Solar Adaptation: A creature that can survive in a star has the solar adaptation universal creature rule (see page 152).





Space

Numerous bizarre species are native to the airless gulfs of outer space. Some of these creatures hibernate for countless years, reawakening when they meet potential prey, while others remain awake, actively hunting for food or other necessities, even approaching planets in search of prey.

Flying: To move in space, a creature must have a supernatural flying speed. You can also give creatures the spaceflight universal creature rule if they move between worlds or even between systems.

Radiation Immune: Accustomed to cosmic rays, space creatures are immune to radiation.

Void Adaptation: Creatures that can survive in outer space have the void adaptation universal creature rule.

Zero-Gravity Inured: Space creatures are immune to the off-kilter condition.

Subterranean

Creatures that live underground have unique habits and abilities. Most subterranean beasts live the majority of their lives burrowing in the ground. Others live in warrens they dig or in caverns and similar natural structures. Some planets have subterranean realms rich with life, while other such regions are as desolate as any desert.

Burrowing: You can give subterranean creatures a burrow speed.

Climbing: Climbing can be useful in caves, and subterranean creatures often have climb speeds equal to their land speeds. If the creature does not have burrowing, you can also give it the spider climb universal creature rule (see page 152) without that counting against its number of special abilities.

Senses: Assuming the underground region is lightless, give the creature a form of blindsense or blindsight, or darkvision with a range of at least 60 feet. Some subterranean creatures suffer light blindness, and a few species are sightless.

Thermic

A region is thermic when it consistently has hot or hotter weather, perhaps due to volcanic or geothermic activity. Thermic areas are commonly arid and contain little or no vegetation, save those plant species that can survive in such a hostile environment.

Heat Inured: A thermic creature treats severe heat as very hot and extreme heat as severe heat. Numerous thermic beasts also have resistance 5 to fire. A few might have higher resistance or even the fiery simple template graft.

Skills: Most thermic creatures have Survival as a good or master skill.

APPENDIX 3: POLYMORPHING

Possibly one of the mightiest forms of transmutation magic, polymorphing allows you to change your shape (or the shape of a foe or ally) to that of another creature. You might polymorph into a different creature because you want to

gain a measure of its power, or use a new shape to disguise yourself or just to place a foe at a disadvantage. All the galaxy's creatures can serve as templates and starting points for a polymorphing spellcaster, but they aren't the limit. Only your imagination and preparation limit the extent of your shapechanging powers.

The practice of polymorphing magic is common among those who revere Oras, as well as among the xenodruids who follow the Green Faith and the Xenowardens. Technomancers interested in biotech and life sciences also venture into the realm of shapechanging. Dreamers among Desna's magic-inclined followers likewise use polymorphing in order to create new shapes previously seen only in the mind's eye for themselves and others.

Polymorph Rules

Polymorph is a descriptor (Core Rulebook 269) that applies to transmutation spells and effects that allow you to change the physical shape of yourself or another creature. A spell or effect with the polymorph descriptor has the following general parameters, unless the spell or effect specifies otherwise. As a rule, a polymorph spell or effect doesn't change any attribute about its target unless it says it does.

A polymorph form has the shape and appearance of one base creature within limitations. A form grants other capabilities with limitations set by the version of polymorph spell you cast. A polymorph spell can rarely give the target all the capabilities of another creature. It can impart only traits of a physical nature, including changes in movement types, natural weapons, resistances, senses, and some other features. When the target takes the form of a specific individual, its capabilities are likely to be similar, but the magic can't always grant the full extent of a creature's power.

Forms

When you change your own or another creature's form using a spell with the polymorph descriptor, the target's original form (referred to as its true form) is used to determine anything that is not explicitly changed by the spell.

When you learn a spell with the polymorph descriptor, you design a number of specific forms (as determined by the spell) known as polymorph forms. Each of these could be based on an extant creature, or they might be a product purely of your imagination. You can thereafter cast the spell to change yourself or another creature into one of your predetermined forms. These forms might be specific to you, each having a unique look that remains the same from one casting to the next (potentially even mimicking a specific individual), or they might be generic (so you use that form when you change into a creature, but the target's appearance is different each time within the norms for that creature). You cannot, however, transform a target to have multiple forms at one time (so you couldn't, for example, transform a single creature into a creature with the swarm subtype).



Multiple Effects

Only one spell or effect with the polymorph descriptor can affect a creature at a time. If you're the willing target of a polymorph effect while you're polymorphed, the new effect changes your form and ends the older effect. While you are polymorphed, if you fail the saving throw against a polymorph effect for which you are an unwilling target, the new effect changes your form and ends the older effect. The same rules apply to a shapechanger currently in a shape provided by the change shape ability. A shapechanger can end a polymorph effect on itself by using its change shape ability to transform into another form allowed by that ability.

Appearance

When a polymorph form is that of another creature, the target appears to be that creature. You decide at the time of designing a polymorph form if its appearance is generic (allowing the target to look like any general example of that type of creature, but never a specific creature) or specific (causing the target to always look like one specific individual that does not change between castings).

As a disguise, this change in appearance is perfect, granting the target a +10 bonus to Disguise checks (either to appear to be a typical version of a generic form or a specific individual when using a unique form). In addition, the DC of the target's Disguise checks isn't modified due to altering major features or disguising itself as a different race or creature type. The DC increase for disguising itself as a different size applies only if an observer knows its size is incongruous with the form (see Size on page 143). The GM can alter or eliminate the bonus to Disguise checks based on the target's behavior, such as talking in animal form or other conduct outside the norm for a shape.

Equipment

If the polymorph form granted by a spell is of the same creature type as the target's true form, the armor, weapons, and other equipment the target had at the time of casting remain visible and accessible and are changed by the magic to be usable in the new form. If any item is out of the target's possession for more than 1 round, it reverts to its normal form.

If the polymorph form is of a different creature type than the target's true form, the spell causes the target's armor (including any armor upgrades and the abilities of powered armor) to continue to function and be able to be activated by the target regardless of the character's form. However, the armor isn't visible in polymorph form, and it can't be targeted or accessed (such as to change batteries) by either the target or other creatures. All other equipment is unavailable in a polymorph form of a different type and cannot be used, activated, targeted, or modified by either the target or other creatures.

Natural Attacks

When you design a polymorph form, you can give it a natural attack. A creature in this form has an attack bonus

for the natural attack equal to 1-1/2 times its character level or Challenge Rating (CR), to a maximum of three times the level of spell that grants the form. No ability modifiers, class features, feats, items, racial abilities, or spells modify this attack bonus (though it is affected normally by penalties). The natural attack deals damage equal to the standard melee damage for an expert NPC of a CR equal to the creature's level or CR (using the array on page 130 of the *Alien Archive*), to a maximum character level or CR equal to three times the level of spell that grants the form. No equipment modifies this damage except for Strength bonuses from personal upgrades (though it is affected normally by penalties).

Special Abilities

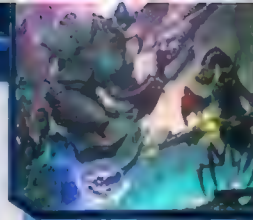
Each version of a polymorph spell has a maximum CR. When you design a polymorph form, the target can gain the same maximum number of special abilities as an expert NPC of a CR equal to the spell's maximum CR (using the array on page 130 of the *Alien Archive*). Alternatively, if you base your form on a specific creature (which must be of a CR no higher than the spell's maximum CR), you can select only abilities that the base form has, but you can select one ability more than the normal maximum.

All of these are in addition to any abilities gained from the polymorph form's type or subtype (which are limited—see Type and Subtype on page 144), and they must be selected from the following list: amphibious, breath weapon, breathing, compression, defensive abilities, limited telepathy, racial traits, senses, and trample.

Breath Weapon: A breath weapon deals damage of one energy type of your choice, deals 1d4 damage of that type per character level or CR of the polymorphed target (to a maximum equal to the polymorph effect's maximum CR), must be a line or cone (following the guidelines for the breath weapon universal creature rule on page 152 of the *Alien Archive*), can be used only once every 4 rounds, and does one less d4 of damage each time it is used. When the damage reaches 0d4, the breath weapon no longer functions. A target can attempt a Reflex save (DC = 10 + half the polymorphed creature's character level or CR or 10 + half the maximum CR of the polymorph effect, whichever is lower) to reduce the damage by half.

Breathing: When selecting breathing as a special ability, you can select one environment in which you are aware that living creatures can natively exist, and grant your polymorph form the ability to breathe in that specific environment. This can be underwater, in a specific toxic environment, or even in the void of space if you have first-hand knowledge of living creatures that successfully operate in a vacuum without needing to breathe. The target retains the ability to breathe as it normally does in addition to this benefit. Breathing can be an unimportant feature if the target retains its armor's environmental protections (see Equipment above).

Defensive Abilities: The limits of which defensive abilities you can select are outlined in each polymorph spell. You can



select only one of the defensive options listed for the level at which you cast the spell, and it counts toward the maximum number of special abilities the form can grant.

Movement: Each polymorph spell or ability details what changes to movement, if any, your polymorph form can grant. Your polymorph form can grant one form of movement without it counting against its maximum number of special abilities, but any additional forms of movement must be selected as special abilities.

Racial Traits: When selecting a racial trait for a polymorph form, you can select any one player character racial trait of a race that grants such rules and that does not refer to or require any equipment, armor, armor upgrade, or drone upgrade to function. For example, you could select the exceptional vision trait of an android (gaining both low-light vision and darkvision), but not the upgrade slot ability (since it refers to armor upgrades). Additionally, the target can never gain racial ability adjustments, racial Hit Points, feats, or skill ranks from a polymorph spell's effects. Each level of the polymorph spell has specific restrictions regarding spell-like abilities.

Senses: The limits of what senses you can select are outlined in each polymorph spell. Each of the sense options a given polymorph spell can grant the target counts as a single special ability that counts toward the maximum number of special abilities a polymorph form can grant.

Other Abilities: If you're designing a polymorph form based on a specific creature, the GM may allow you to select one of that creature's special abilities or traits so long as the creature has a CR no higher than the spell's maximum CR. If a polymorph spell grants a trait that uses a base creature's CR for a calculation, instead use the spell's maximum CR or the polymorphed creature's character level or CR, whichever is lower.

Some abilities should not be permitted by a GM. The target can't gain an aura from a polymorph form. An ability can't be gained if it requires more time to use than the polymorph spell's duration. The target can't gain any ability that makes it part of a communal mind or body, such as the barathu combine ability or the swarm mind ability that swarms have. In addition, the target can't gain any special ability that allows it to summon or otherwise spawn other creatures. Because of how polymorph effects interact (per the Multiple Effects section on page 142), a polymorph spell can't grant the target the change shape special ability, since the polymorph spell that granted the ability would end when the target used it. If an ability is supernatural or could harm the target in its use, the GM should be very cautious before allowing access to it in a polymorph form.

The weird magic of polymorph spells might grant the target the ability to cause other effects that should last longer than its transformation. If an effect the target creates while in a polymorph form has an ongoing duration when the target returns to normal form, the effect ends unless the GM decides otherwise. However, changes the target made that

are not ongoing effects, such as the death of enemies the target fought, are permanent.

Size

Some polymorph spells allow you to design a polymorph form of a specific size. If you change the target's size, it gains the space and reach of the new size. Decide if the new form is tall or long and then use the space and reach rules from Table 8-1: Creature Size on page 256 of the *Core Rulebook*. If you try to polymorph the target into a size that the physical space it's in can't accommodate, the spell begins to take hold but then fails. You should also select a weight within the range indicated for that size on that table.





A target of a polymorph spell gains a minor bonus based on the size its new form provides, regardless of the target's original size. Table 1 below shows these bonuses, which are enhancement bonuses to ability checks and skill checks based on the indicated ability score.

TABLE 1: BONUSES BY SIZE

SIZE	BONUS
Diminutive	Dex +3
Tiny	Dex +2
Small	Dex +1
Medium	Str +1
Large	Str +2
Huge	Str +3

Type and Subtype

Polymorph spells allow their target to appear to be a creature of a different type and subtype and grant the target some benefits related to the base creature's capabilities. Despite these changes, the target's type and subtype remain the same.

More powerful spells grant the target extra benefits based on the chosen type or subtype, as noted in the spell description. Those benefits follow. Taking the appearance of a type or subtype not listed below doesn't grant the target any related abilities.

Construct

Changing a target that isn't a construct into a constructed form grants it a +2 enhancement bonus to saving throws against disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.

Elemental

Changing a target that doesn't have the elemental subtype into an elemental form grants it a +2 enhancement bonus to saving throws against paralysis, poison, sleep, and stunning. The target is unflankable while in elemental form. A fire elemental form is immune to fire, vulnerable to cold, and cannot grant cold resistance.

Plant

Changing a target that isn't a plant into a plant form grants it a +2 enhancement bonus to saving throws against mind-affecting effects, paralysis, poison, sleep, and stunning.

Undead

Changing a target that isn't undead into an undead form grants it a +2 enhancement bonus to saving throws against mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.

Vermin

Changing a target that isn't a vermin into a vermin form grants it a +4 enhancement bonus to saving throws against mind-affecting effects.

Initiative

The target keeps its modifier to initiative. A polymorph form never changes this modifier.

Speed

A polymorph spell can alter the target's speed and movement types, as noted in the spell description. If the spell doesn't, the target retains its normal speed and movement types.

Speech

The target retains its speech capabilities while polymorphed unless you decide against that. The languages it speaks and understands don't change with its shape.

Ability Scores

While a polymorph form might grant the target enhancement bonuses to skill and ability checks based on its Strength and Dexterity, as detailed in Size on page 143, it never alters the target's ability scores or ability modifiers.

Hit Points and Stamina Points

The target retains its normal Hit Points and Stamina Points in your new form. A new form can't grant it Hit Points or Stamina Points. Further, a form can provide no means for the target to regain Hit Points or Stamina Points or cause others to do so.

Resolve Points

The target retains its normal Resolve Points. A new form can neither grant the target Resolve Points nor allow it special methods of regaining or granting others Resolve Points.

Features

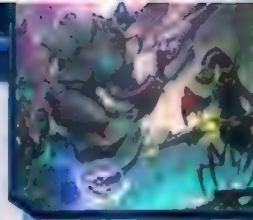
The target's features from classes, themes, and so on still work in its new form. However, its form could limit the usage of features it has. Rely on common sense and GM guidance in such situations. Additionally, the target can't gain class features, theme features, class grafts, and similar mechanical elements from a polymorph form. For instance, you can't polymorph a target into an Aeon Guard to grant a target the benefits of that creature's class graft, but you can transform a target to look like an Azlanti human.

Skills

When in a polymorph form, the target retains its skills and its ranks in them. A form might grant the target modifiers to its skills or new ways to use them, but a form can't grant the target new skills or skill ranks.

Spells

The target can still cast spells while polymorphed. However, as with equipment, it might not be able to access or employ special materials to cast some spells. The GM may decide that while the target is polymorphed, its form prevents it from properly manipulating the materials required to cast



a spell, such as the materials worth 1,000 credits per CR of an undead created with *animate undead*. In any case, a new form can't grant the target the ability to cast spells. It can grant spell-like abilities, but only if those from a racial trait, and only one racial trait can be assigned to any given polymorphed form.

Polymorph

The primary polymorph spell is *polymorph*, which allows you to change your own shape or shapeshift willing targets. As you master polymorphing, you might also learn *mass polymorph* (see page 146), which enables you to transmute multiple willing targets into new forms. For polymorph spells that diminish your foes, see *Baleful Polymorph* on page 147.

POLYMORPH 1-6 1-6

School transmutation (polymorph)

Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Targets one willing creature

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** yes (harmless)

You change a willing target's shape into a predetermined polymorphed form of your choice. When you select this spell as a spell known, you design four polymorphed forms for each spell level at which you can cast this spell. These forms should be premade, following the rules for spells with the polymorph descriptor (starting on page 141) and the restrictions for each spell level of this spell, and be as ready to use in play as all other aspects of a character are. Each time you gain a character level, you can change which forms you have available.

You choose which of these predetermined polymorph forms the target changes into each time you cast the spell.

1st: Casting *polymorph* as a 1st-level spell allows you to transform the target into one of the four 1st-level polymorphed forms you know. Your polymorphed forms must comply with the additional restrictions that follow. Unlike most polymorph effects, these forms are close enough to the target's true form to make the target recognizable, and they cannot duplicate any other specific individual. Each form must be of the animal or humanoid type. You can target only creatures that are Small or Medium with this spell, and all your polymorphed forms must be Small or Medium.

CR: The maximum CR is 1.

Defenses: The form can grant DR 1/magic or resistance 2 to one energy type.

Movement: The form can grant a land speed of up to 30 feet or a swim speed of up to 20 feet.

Racial Traits: You cannot grant racial traits.

Senses: The form can grant low-light vision or tracking (scent), but not both.

2nd: Casting *polymorph* as a 2nd-level spell allows you to completely transform the target into one of the four 2nd-

POLYMORPH FEAT

The feat below alters how you use the *polymorph* spell.

Polymorph Adept

You are adept at changing forms using *polymorph*.

Prerequisites: You know the *polymorph* spell as a 3rd-level spell or higher.

Benefit: While your *polymorph* spell targeting yourself lasts, as a standard action, you can change into another form you know from that level of the spell or any lower-level version. This does not affect the duration of the spell.

level polymorphed forms you know. Your polymorphed forms must comply with the additional restrictions that follow. Each form must be an animal, fey, humanoid, magical beast, or monstrous humanoid. All your polymorphed forms must be Small or Medium.

CR: The maximum CR is 3.

Defensive Abilities: The form can grant DR 2/magic or resistance 5 to one energy type.

Racial Traits: The form can grant only one racial trait to each polymorphed form, and you can't grant racial traits that include spell-like abilities.

Senses: The form can grant one of the following options: blindsense (scent) out to 5 feet, darkvision out to 60 feet, low-light vision, or tracking (scent).

Speed: The form can grant the target a maximum land speed of 40 feet, climb speed of 20 feet, or swim speed of 30 feet.

3rd: Casting *polymorph* as a 3rd-level spell allows you to completely transform the target into one of the four 3rd-level polymorphed forms you know. Your polymorphed forms must comply with the additional restrictions that follow. Each form must be an aberration, animal, fey, humanoid, magical beast, monstrous humanoid, or vermin. See the vermin benefits in the Type and Subtype section of the polymorph rules. All your polymorphed forms must be Small or Medium.

CR: The maximum CR is 6.

Defensive Abilities: The form can grant DR 3/magic, resistance 5 to two different energy types, or resistance 10 to one energy type.

Racial Traits: The form can grant up to two racial traits (which must be from the same race) to each polymorphed form, one of which can include spell-like abilities.

Senses: The form can grant one of the following options: blindsense (scent, sound, or vibration) out to 15 feet, darkvision out to 60 feet, low-light vision, or tracking (scent).

Speed: The form can grant the target a maximum land speed of 40 feet, a burrow speed of up to 20 feet, a climb speed of 20 feet, a fly speed of 20 feet (Ex) with clumsy maneuverability, or a swim speed of 30 feet.



4th: Casting *polymorph* as a 4th-level spell allows you to completely transform the target into one of the four 4th-level polymorphed forms you know. Your polymorphed forms must comply with the additional restrictions that follow. Each form must be an aberration, animal, fey, humanoid, magical beast, monstrous humanoid, or vermin. See the vermin benefits in the Type and Subtype section of the polymorph rules. All your polymorphed forms must be Small, Medium, or Large.

CR: The maximum CR is 9.

Defensive Abilities: The form can grant DR 5/magic, resistance 5 to three different energy types, resistance 10 to two different energy types, or resistance 15 to one energy type.

Racial Traits: The form can grant up to two racial traits to each polymorphed form; one can include spell-like abilities.

Senses: The form can grant one of the following options: blindsense (scent, sound, or vibration) out to 30 feet, blindsight (scent, sound, or vibration) out to 5 feet, darkvision out to 60 feet and low-light vision, or tracking (scent).

Speed: The form can grant the target a maximum land speed of 40 feet, a burrow speed of up to 30 feet, a climb speed of 30 feet, a fly speed of 30 feet (Ex) with clumsy maneuverability, or a swim speed of 40 feet.

5th: Casting *polymorph* as a 5th-level spell allows you to completely transform the target into one of the four 5th-level polymorphed forms you know. Your polymorphed forms must comply with the additional restrictions that follow. Each form must be an aberration, animal, construct (only if cast as a technomancer spell), elemental, fey, humanoid, magical beast, monstrous humanoid, plant (only if cast as a mystic spell), or vermin. See the construct, elemental, plant, and vermin benefits in the Type and Subtype section of the polymorph rules. All your polymorphed forms must be Tiny, Small, Medium, or Large.

CR: The maximum CR is 12.

Defensive Abilities: The form can grant DR 5/—, resistance 10 to three different energy types, resistance 15 to two different energy types, or resistance 20 to one energy type.

Racial Traits: The form can grant up to three racial traits to each polymorphed form; one can include spell-like abilities.

Senses: The form can grant one of the following options: blindsense (scent, sound, or vibration) out to 30 feet, blindsight (scent, sound, or vibration) out to 15 feet, darkvision out to 90 feet and low-light vision, or tracking (scent).

Speed: The form can grant the target a maximum land speed of 40 feet, a burrow speed of up to 40 feet, a climb speed of 40 feet, a fly speed of 40 feet (Ex) with average maneuverability, or a swim speed of 40 feet.

6th: Casting *polymorph* as a 6th-level spell allows you to completely transform the target into one of the four 6th-level polymorphed forms you know. Your polymorphed forms must comply with the additional restrictions that follow. Each form must be an aberration, animal, construct (only if cast as a technomancer spell), elemental, fey, humanoid, magical beast, monstrous humanoid, plant

(only if cast as a mystic spell), undead, or vermin. See the construct, elemental, plant, undead, and vermin benefits in the Type and Subtype section of the polymorph rules. All your polymorphed forms must be Diminutive, Tiny, Small, Medium, Large, or Huge.

CR: The maximum CR is 15.

Defensive Abilities: The form can grant DR 5/—, resistance 10 to three different energy types, resistance 15 to two different energy types, resistance 20 to one energy type, or immunity to disease, poison, or radiation.

Racial Traits: The form can grant up to four racial traits to each polymorphed form; one can include spell-like abilities.

Senses: The form can grant one of the following options: blindsense (scent, sound, or vibration) out to 30 feet, blindsight (scent, sound, or vibration) out to 15 feet, darkvision out to 90 feet and low-light vision, or tracking (scent).

Speed: The form can grant the target a maximum land speed of 60 feet, a burrow speed of up to 60 feet, a climb speed of 60 feet, a fly speed of 60 feet (Ex) with perfect maneuverability, or a swim speed of 60 feet.

POLYMORPH, MASS 4-6 4-6

School transmutation (polymorph)

Targets up to four willing creatures, no two of which can be more than 30 ft. apart

This spell functions as *polymorph*, except as noted in this description. Each target must take the same form.

4th: This spell can transform the targets as per the 1st-level version of *polymorph*.

5th: This spell can transform the targets as per the 2nd-level version of *polymorph*.

6th: This spell can transform the targets as per the 3rd-level version of *polymorph*.

Prebuilt Forms

The following forms, which can be used for *polymorph* and *mass polymorph*, already have special abilities selected, although calculations for save DCs and natural weapon values have not been assigned, as they may vary depending on the specific creature form. Those forms that have special abilities from only the creature they are based on have one additional special ability listed.

2nd-Level Polymorph Forms

KALO FORM

Medium

Senses low-light vision

DEFENSE

Resistances cold 5

DEFENSE

Speed swim 40 ft.

SPECIAL ABILITIES

Stealthy Swimmer (Ex) See page 69 of the *Alien Archive*.

JUVENILE MOUNTAIN EEL FORM

Medium

Senses low-light vision**DEFENSE****Speed** 40 ft.**Melee** bite**Offensive Abilities** trample**MARAQUOI FORM**

Medium

Senses low-light vision**DEFENSE****Speed** climb 20 ft.**SPECIAL ABILITIES****Prehensile Tail (Ex)** See page 75 of the *Alien Archive*.

3rd-Level Polymorph Forms

BARATHU FORM

Medium

Senses darkvision 60 ft.**DEFENSE****Speed** fly 20 ft. (Ex, clumsy)**Melee** slam**SPECIAL ABILITIES****Early Stage Adaptation (Su)** See page 20 of the *Alien Archive*.**GRAY**

Small

Senses darkvision 60 ft.**DEFENSE****Defensive Abilities** phase (*Alien Archive* 57)**DEFENSE****Spell-Like Abilities** (CL 2nd, gray magic racial trait)

1/day—mind thrust (1st level)

At will—daze, telepathic message

4th-Level Polymorph Forms

CREST-EATER FORM

Large

Senses blindsense (scent) 30 ft.,
low-light vision**DEFENSE****Speed** 40 ft.**Melee** bite**DRAGONKIN FORM**

Large

DEFENSE**Resistances** fire 15**DEFENSE****Speed** fly 30 ft. (Ex, clumsy)**Melee** bite**Offensive Abilities** breath weapon (fire, cone)

5th-Level Polymorph Forms

BLUE DRAGON FORM

Large

DEFENSE**DR** 5/-; **Resistances** electricity 20**DEFENSE****Speed** fly 40 ft. (Ex, average)**Melee** bite**Offensive Abilities** breath weapon (electricity, line)**FIRE ELEMENTAL FORM**

Large

Senses darkvision 90 ft., low-light vision**DEFENSE****DR** 5/-; **Immunities** fire**Weaknesses** vulnerable to cold**DEFENSE****Speed** 40 ft.**Melee** slam

Baleful Polymorph

The following spells force your foes to take on shapes weaker than their normal forms.

BALEFUL POLYMORPH**School** transmutation (polymorph)



Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration 1 minute/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You change a target's shape to that of a smaller, weaker creature.

1st: The target shrinks slightly (though it retains its size category) and gains a few cosmetic bestial features of an animal you choose. The target takes a -1 penalty to AC, attack rolls, melee damage rolls, Reflex saving throws, and Strength- and Dexterity-based ability checks and skill checks. Lesser *remove condition* and similar spells can end this effect.

2nd: As per the 1st-level version, but the target takes a -2 penalty and must attempt an additional saving throw each round until it fails or the spell's duration ends. If the target fails this second saving throw, its appearance becomes more bestial and the penalty increases to -3. *Break enchantment*, *remove affliction*, or *remove condition* can end the spell's effect.

3rd: As per the 2nd-level version, but you can make the target one size category smaller (its equipment resizes to remain functional, though it may lose reach with its new size; see *Size* on page 143). The target must attempt a saving throw every round, with the penalty to AC, attack rolls, melee damage rolls, Reflex saving throws, and Strength- and Dexterity-based ability checks and skill checks worsening by 1 each time the target fails one of these saving throws, to a maximum penalty of -4. If the target succeeds at this saving throw after the penalty has reached its maximum, it is no longer required to attempt saving throws. If the target fails this saving throw after the penalty has reached its maximum, you can change the duration to permanent (D). If an object leaves the creature's possession for 1 round or more, it reverts to normal.

4th: As per the 3rd-level version, but the penalty begins at -3, and the target must attempt a saving throw every round, with the penalty worsening by 1 each time the target fails one of these saving throws (to a maximum penalty of -5). If the target succeeds at this saving throw after the penalty has reached its maximum, it is no longer required to attempt saving throws. If the target fails this saving throw after the penalty has reached its maximum, you can change the duration to permanent (D). If an object leaves the creature's possession for 1 round or more, it reverts to normal.

5th: As per the 4th-level version, except if the target fails its saving throw after the penalty has reached -5, instead of making the duration permanent (D), for the remainder of the duration you can turn the target into a Small animal or similar beast that has EAC 10 and KAC 12, can't make attacks or cast spells or spell-like abilities, and can't use extraordinary or supernatural abilities. The target retains its Intelligence, Wisdom, and Charisma scores in animal form, but it can't speak or use any abilities of its normal form. Equipment the target is wearing is absorbed into this

form, and the target still benefits from any environmental protections on its armor, but the target drops gear it's holding or carrying but not wearing.

6th: As per the 5th-level version, except if the target fails its saving throw after the penalty has reached -5, you can both make the duration permanent (D) and turn the target into a Small animal or similar beast.

BALEFUL POLYMORPH, MASS 4-6 4-6

School transmutation (polymorph)

Targets up to four creatures, no two of which can be more than 30 ft. apart

This spell functions as *baleful polymorph*, except as noted in this description. Each target must take the same form.

4th: This spell causes all targets to suffer the effects of the 1st-level version of *baleful polymorph*.

5th: This spell causes all targets to suffer the effects of the 2nd-level version of *baleful polymorph*.

6th: This spell causes all targets to suffer the effects of the 3rd-level version of *baleful polymorph*.

APPENDIX 4: UNIVERSAL CREATURE RULES

The following are special abilities you can select when creating a creature, many of which appear in the various aliens of this book. Most rules have a format entry that gives an example of how the rule appears in a stat block. Many also have a guidelines entry to help GMs who are adding the ability to new creatures determine its damage or other values. If an ability allows a saving throw, the save DC is determined by the CR of the creature using it (see the arrays starting on page 129 of the *Starfinder Alien Archive*).

Alien Presence (Ex or Su)

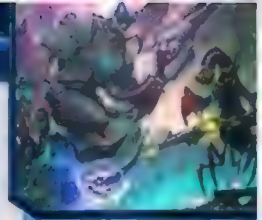
The creature's mere presence can have deleterious effects for those nearby. It can activate this ability as part of the action of making an attack or as a move action, but it can activate it only once per round. It usually has a range of 30 feet. This aura functions as *frightful presence* (see page 150), but instead of imposing the shaken condition on creatures that fail their Will saves, it imposes the listed condition. The duration is 5d6 rounds unless the ability says otherwise. Once an opponent has been exposed to a creature's alien presence (whether or not the opponent succeeds at its saving throw), it cannot be affected by the same creature's alien presence for 24 hours. This is an emotion, fear, mind-affecting, and sense-dependent effect.

Format: **Aura** alien presence (240 ft., DC 25, sickened 2d4 rounds).

Amorphous (Ex)

The creature's body is malleable and shapeless. It does not take double damage from critical hits, but it is affected by critical hit effects normally.

Format: **Defensive Abilities** amorphous.



Amphibious (Ex)

The creature has the aquatic subtype or water breathing (see page 154), but it can breathe air and survive on land.

Format: **Other Abilities** amphibious.

Attach (Ex)

The creature can attempt a special attack against KAC as a standard action. If it succeeds, it deals no damage, but the creature adheres to its target. Once attached, the creature gains a +4 bonus to its AC (from cover) and a +2 circumstance bonus to melee attacks, but it can attack only the creature to which it is attached. An attached creature can't move on its own (though it moves with its target), take actions that require two hands, or make attacks of opportunity. An attached creature can be removed with a successful Strength check (DC = 10 + 1-1/2 × the creature's CR) made as a move action, or it can remove itself from its target as a move action.

Format: **Melee** attach +6.

Aura (Ex, Sp, or Su)

Unless an aura says otherwise, a target is affected by an aura automatically, with no action required on the creature's part, whenever the target is within the aura's listed range (either when the target enters the aura on its turn or when it begins its turn in the aura, whichever comes first). If the aura deals damage, it damages a target only the first time the target is in the aura each round, regardless of how many times within the round the target enters and leaves the aura. A creature can suppress its aura for 1 round as a move action unless noted otherwise.

Format: **Aura** radiation [30 ft., Fortitude DC 17]; if additional information is needed, the aura also has an entry in Special Abilities.

Breath Weapon (Su)

As a standard action, the creature can exhale a cone or line of energy or another magical effect. A breath weapon attack usually deals damage, and it is often energy-based. A breath weapon usually allows a target to attempt a Reflex saving throw for half damage, though some breath weapons require a successful Fortitude or Will save instead. A creature is immune to its own breath weapon and the breath weapons of others of its kind unless otherwise noted. Each breath weapon also indicates how often it can be used.

Format: **Offensive Abilities** breath weapon (60-ft. cone, 8d6 F, Reflex DC 18 half, usable every 1d4 rounds); if the breath weapon has more complicated effects, it also has an entry in Special Abilities.

Guidelines: 1d6 damage + 1d6 per CR, usable once every 1d4 rounds. A cone is usually 30 feet long, increasing by 10 feet for every size category above Medium or decreasing by 5 feet for every size category below Medium. A line is twice as long as a cone would be.

Change Shape (Su)

The creature has the ability to assume the appearance of a specific creature or type of creature, but it retains most of its own physical qualities. If the form assumed has any of the following abilities, the creature gains them while in that form: blindsight (scent), darkvision, low-light vision, and swim 30 feet. The creature can retain its own breathing ability, or it can assume the ability to breathe in any environment the assumed shape can breathe in (including the no breath ability, which enables it to survive in the vacuum of space). If the ability does not specify what the creature can change shape into, it can assume the form of any creature of the humanoid type, but it can't mimic a specific humanoid. Change shape grants a +10 bonus to Disguise checks to appear as a creature of the type and subtype of the new form, and the DC of the creature's Disguise check is not modified as a result of altering major features or disguising itself as a different race or creature type.

A creature can assume a form that is one size category smaller or larger than its original form and become that size. Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures can transform into unique forms with special modifiers and abilities. These creatures adjust their ability scores, as noted in their description.

Format: **Other Abilities** change shape (humanoid); creatures with a unique form also have an entry in Special Abilities.

Compression (Ex)

The creature can move through an area as small as one-quarter of its space without squeezing or one-eighth its space when squeezing.

Format: **Other Abilities** compression.

Construct Immunities (Ex)

Constructs are immune to the following effects, unless the effect specifies that it works against constructs.

- Bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Format: **Immunities** construct immunities.

Crush (Ex)

When ending a flying or jumping movement, the creature can land on targets that are at least three size categories smaller than itself. Targets are automatically knocked prone, take the listed damage, and are pinned. Each crushed target can attempt to escape the pin normally on its turn, and the pin ends automatically if the crushing creature moves out of the target's square. A crushed target does not take damage from the crush more than once, unless the crushing creature moves fully off that creature and then back onto it.



Format: **Offensive Abilities** crush (4d6+8 B).

Guidelines: Use the same damage amount as for the creature's standard melee attack.

Dependency (Ex)

The creature is dependent on a substance, a sense, or something else to either survive or function normally. If the creature is dependent on something to live (such as water), it can survive without that thing for a number of minutes equal to 5 times its Constitution modifier. Beyond this limit, the creature runs the risk of negative effects, such as suffocation or death. A creature that is dependent on something to function normally (such as a creature with blindsight and no visual sense) usually gains a negative condition when it loses that thing.

Format: **Weaknesses** blindsight dependency.

Detect Alignment (Sp or Su)

The creature can detect the alignment of another creature. This functions as *detect magic*, but rather than determining which creatures and objects in the area are magical, the creature can determine one other creature's alignment.

Format: **Senses** detect alignment.

Distraction (Ex)

The creature can nauseate targets that it damages. A living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; the target can negate the effect with a successful Fortitude save at the listed DC.

Format: **Offensive Abilities** distraction (DC 15).

Elemental Immunities (Ex)

Elementals are immune to the following effects, unless the effect specifies that it works against elemental creatures:

- Bleed, critical hits, paralysis, poison, sleep effects, and stunning.
- Flanking—elementals are unflankable.

Format: **Immunities** elemental immunities.

Engulf (Ex)

As a standard action, the creature can move up to its speed, moving into or through the space of any creatures that are at least one size smaller than itself without penalty. Every creature in the engulfing creature's path is automatically engulfed, with no attack roll needed. A targeted creature can attempt a Reflex saving throw to avoid being engulfed; if it attempts this save, it can't make an attack of opportunity against the engulfing creature due to that creature's movement. On a successful save, the target is pushed back or aside (target's choice) as the engulfing creature continues to move. An engulfed creature gains the pinned condition, takes the listed damage at the beginning of each turn it is engulfed, is in danger of suffocating if it doesn't have environmental protections, and is trapped within the engulfing creature's body until it is no longer pinned. An engulfed creature moves with the engulfing creature; this movement does not provoke

attacks of opportunity against the engulfed creature. A creature can engulf one creature that is one size smaller than itself, up to two creatures that are two sizes smaller, or up to four creatures that are three sizes smaller.

Format: **Offensive Abilities** engulf (1d6+8 F, DC 13).

Fast Healing (Ex)

The creature regains the listed number of Hit Points at the start of its turn. Unless otherwise noted, the creature can never exceed its maximum Hit Points.

Fast healing does not restore Hit Points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or reattach lost body parts, unless otherwise stated. Fast healing continues to function until a creature dies, at which point the effects of fast healing end immediately.

Format: **Defensive Abilities** fast healing 5.

Ferocious Charge (Ex)

When the creature charges, it can attempt a trip combat maneuver in place of the normal melee attack. In addition, the creature can charge without taking the normal charge penalties to its attack roll or AC. If the creature has another ability that allows it to charge without taking these penalties (such as the charge attack ability from the soldier's blitz fighting style), it also gains the ability to charge through difficult terrain.

Format: **Offensive Abilities** ferocious charge.

Ferocity (Ex)

When the creature is brought to 0 Hit Points, it can fight on for 1 more round. It can act normally until the end of its next turn; if it has 0 HP at that point, it dies. If it would lose further Hit Points before this, it ceases to be able to act and dies.

Format: **Defensive Abilities** ferocity.

Fly (Ex or Su)

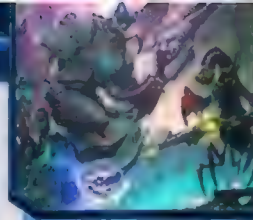
The source of the creature's fly speed (whether extraordinary, supernatural, or from another source such as an item) is noted before its maneuverability. Unless otherwise noted, a creature whose ability to fly is extraordinary can't fly in a vacuum.

Format: **Speed** fly 60 ft. (Ex, perfect).

Frightful Presence (Ex or Su)

The creature's presence unsettles its foes. It can activate this ability as part of the action of making an attack or as a move action, but it can activate it only once per round. It usually has a range of 30 feet. Opponents within the range must succeed at a Will save or become shaken. The duration is 5d6 rounds unless the ability says otherwise. Once an opponent has been exposed to a creature's frightful presence (whether or not the opponent succeeds at its saving throw), it cannot be affected by the same creature's frightful presence for 24 hours. This is an emotion, fear, mind-affecting, and sense-dependent effect.

Format: **Aura** frightful presence (30 ft., DC 22).



Gaze (Su)

Opponents that look at a creature with a gaze ability are in danger of being charmed, paralyzed, turned to stone, or subjected to another negative effect. Each opponent within the gaze's listed range must attempt a saving throw (usually Fortitude or Will) at the beginning of its turn. On a successful save, the effect is negated. An opponent can give itself an advantage against this ability in one of two ways.

Looking Obliquely: An opponent that avoids looking directly at the creature's gaze (either by following the creature's shadow or by tracking it in a reflective surface) or that looks at the creature through a camera or heads-up display gains a +4 circumstance bonus to the saving throw. However, the creature with the gaze ability gains concealment against that opponent.

Blocking Its Vision: By completely blocking or covering its own visual sensors, an opponent doesn't need to attempt a save against the gaze. However, the creature with the gaze ability gains total concealment against that opponent.

Gaze abilities can affect ethereal opponents but not opponents without visual sensors. A creature is immune to the gaze abilities of others of its kind unless otherwise noted. Allies of a creature with a gaze ability can still be affected, but they are always considered to be looking obliquely at the creature. The creature can also veil its eyes, thus negating its gaze ability.

Format: **Offensive Abilities** paralyzing gaze (60 ft., Will DC 14).

Grab (Ex)

If the creature hits with the indicated attack (usually a claw or bite attack), it deals the normal damage. If the attack roll result equals or exceeds the target's KAC + 4, the creature also automatically grapples the foe as a free action. (If it equals or exceeds the target's KAC + 13, the creature instead pins the target.) The creature does not need to have a spare limb free to perform this grapple as long as it can make the listed attack, and it can potentially grapple more than one target if it has more than one attack with the grab ability. The creature can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.

Format: **Melee** claw +8 (1d6+4 plus grab).

Immunity (Ex or Su)

The creature takes no damage from the listed source. Creatures can be immune to certain types of damage, types of afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune to critical hits doesn't take double damage or suffer critical hit effects. A creature that is immune to a listed source doesn't suffer from its effects or from any secondary effects that it would trigger.

Format: **Immunities** acid, paralysis.

Guidelines: A creature usually has one immunity, plus one for every 5 CR. Broad immunities such as immunity to

mind-affecting effects or all magic should be chosen with caution and might count as multiple abilities.

Integrated Weapons (Ex)

The creature's weapons are manufactured weapons, not natural weapons, and they are integrated into its frame. A creature can't be disarmed of these weapons, though they can be removed and used if the creature is dead.

Format: **Defensive Abilities** integrated weapons.

Guidelines: A manufactured weapon is a weapon with an item level that can be purchased by characters, such as those found on the tables beginning on page 171 of the *Starfinder Core Rulebook*.

Light Blindness (Ex)

The creature is blinded for 1 round when first exposed to bright light, such as sunlight, and it is dazzled for as long as it remains in an area of bright light.

Format: **Weaknesses** light blindness.

Mindless (Ex)

The creature has no Intelligence score or modifier and is immune to mind-affecting effects. Any DCs or other statistics that rely on an Intelligence score treat the creature as having a score of 10 (+0).

Format: **Other Abilities** mindless.

Guidelines: Mindless creatures usually have fewer good skills and no master skills. Their skills should be based on inborn abilities, since they're incapable of training.

Multiarmed (Ex)

The creature has the number of arms listed. This allows it to wield and hold up to that many hands' worth of weapons and equipment. While this increases the number of items it can have at the ready, it doesn't increase the number of attacks it can make during combat.

Format: **Other Abilities** multiarmed (4).

Multiattack (Ex)

In addition to its standard melee or ranged attack, the creature has a multiattack entry. When making a full attack, the creature can make all the attacks listed in the multiattack entry at the attack bonuses listed, rather than make two attacks. It can make the attacks in any order.

Format: **Multiattack** bite +10 (1d4+11), 2 claws +10 (1d4+11).

Guidelines: Use the appropriate damage column for the creature's array for all attacks in the multiattack, and impose a -6 penalty on these attacks (rather than the usual -4 penalty for a full attack).

Natural Weapons (Ex)

Natural weapons (and natural attacks), such as acid spit, bite, claw, or slam don't require ammunition and can't be disarmed or sundered.



No Breath (Ex)

The creature doesn't breathe, and it is immune to effects that require breathing (such as inhaled poison). This does not give it immunity to cloud or gas attacks that don't require breathing.

Format: **Other Abilities** no breath.

Ooze Immunities (Ex)

Oozes are immune to the following effects, unless the effect specifies that it works against oozes.

- Critical hits, paralysis, poison, polymorph, sleep, and stunning.
- Gaze abilities, illusions, visual effects, and other attacks that rely on sight.
- Flanking—oozes are unflankable.

Format: **Immunities** ooze immunities.

Plant Immunities (Ex)

Plants are immune to the following effects, unless the effect specifies it works against plants.

- Mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning.

Format: **Immunities** plant immunities.

Regeneration (Ex)

The creature regains Hit Points at the start of its turn, as with fast healing (see page 150), but it can't die as long as its regeneration is still functioning (although creatures with regeneration still fall unconscious when their Hit Points reach 0). Certain attacks, typically those that deal acid or fire damage, cause a creature's regeneration to stop functioning for 1 round. During this round, the creature doesn't regain Hit Points and can die normally. The creature's stat block describes the types of damage that suppress the regeneration.

Regeneration doesn't restore Hit Points lost from starvation, thirst, or suffocation. Creatures with regeneration can regrow lost portions of their bodies and can reattach severed body parts if they are recovered within 1 hour of severing. Severed parts that aren't reattached wither and decompose normally.

A creature usually must have a Constitution score or modifier to have this ability.

Format: **Defensive Abilities** regeneration 5 (acid).

Resistance (Ex)

The creature ignores some damage of a certain type (acid, cold, electricity, fire, or sonic) per attack, but it does not have total immunity. See page 264 of the *Core Rulebook* for more details.

Format: **Resistances** acid 10.

See in Darkness (Su)

The creature can see perfectly in darkness of any kind, including magical darkness.

Format: **Senses** see in darkness.

Sightless (Ex)

The creature does not use any visual senses and is thus never subject to any effect that requires the creature to see a target or effect. Sightless creatures normally have some form of blindsight to compensate for their sightlessness, but if not, they are assumed to be able to operate as well as a creature with normal vision unless the creature's description says otherwise.

Format: **Senses** sightless.

Solar Adaptation (Ex or Su)

The creature can survive within a star despite the luminance, pressure, radiation, and convection currents. In addition, while within a star, the creature can move as if it had a supernatural fly speed equal to its fastest speed.

Format: **Other Abilities** solar adaptation.

Guidelines: A creature with solar adaptation should also have the fire subtype or immunity to fire.

Spaceflight (Su)

The creature can fly through space at standard navigation and astrogation speeds (*Core Rulebook* 290) using Piloting to navigate. If it uses a skill other than Piloting for skill checks to astrogate, that skill is listed in parentheses.

Format: **Other Abilities** spaceflight (Mysticism).

Guidelines: Most creatures with spaceflight also have void adaptation (see page 154).

Spider Climb (Ex)

The creature can climb as though affected by the spell *spider climb*.

Format: **Speed** spider climb.

Stellar Alignment (Su)

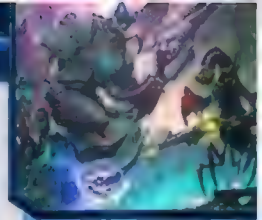
The creature is aligned to the cycles of solar systems. Creatures with stellar alignment usually have stellar revelations and zenith revelations, either ones from the solarian class or ones unique to the creature. When using stellar revelations, the creature is always considered attuned. However, it's not always considered fully attuned, so it normally can't always use zenith powers. When you roll initiative for the creature, roll 1d3. Once that many rounds have elapsed, the creature is considered fully attuned and gains access to its zenith powers. After it uses a zenith power, it's no longer fully attuned, and you roll 1d3 again to see how many rounds it will take to recharge.

If a creature has stellar alignment (graviton) or stellar alignment (photon), it's considered to be attuned only in the indicated mode and can become fully attuned only in the indicated mode, as described above.

Format: **Other Abilities** stellar alignment (graviton).

Summon Allies (Sp)

The creature can attempt to summon creatures of the same creature type as itself as a full action. The summoned ally



cannot summon its own allies, is worth 0 experience points, and returns to the place from which it came after 1 hour.

Format: **Spell-Like Abilities** 1/day—summon allies (1 imp 60%).

Guidelines: Choose either a creature of the same CR as the monster (with a 35% chance of success) or a creature with a CR no greater than the monster's CR - 5 (with a 60% chance of success).

Swallow Whole (Ex)

If the creature hits with the indicated attack (usually a bite attack), it deals the normal damage. If the creature's attack roll hits the target's KAC + 4, the creature also automatically grapples the foe as part of the attack action. (If it hits the target's KAC + 13, it instead pins the target). The creature doesn't need to have a free limb to perform this grapple. Unless otherwise specified, a creature can swallow whole only targets that are at least one size category smaller than itself, and it has room for a single target of that size in its stomach (doubling the maximum number of creatures it can have swallowed for each additional size category by which these creatures are smaller).

On the creature's next turn after grappling or pinning the target, if the target has not escaped the grapple or pin, the target automatically takes the attack's damage at the beginning of the creature's turn. The creature can then make a new attack roll with the same attack. If the roll equals or exceeds the target's KAC, the grapple or pin is maintained. If the roll equals or exceeds the target's KAC + 4, the target is swallowed whole (no damage is dealt).

Once swallowed, the target takes the listed swallow whole damage automatically at the beginning of its turn every round. The target is considered grappled as long as it is swallowed. The target can attempt to cut its way out (the interior of a creature with swallow whole has the same EAC as its exterior and a KAC equal to that of its exterior - 4) by dealing an amount of damage equal to one-quarter the swallowing creature's total Hit Points, though any attack that does not deal slashing damage deals only half its normal damage. If a target cuts its way out of the creature, the creature cannot use swallow whole again until that damage is healed.

Alternatively, a target swallowed whole can attempt to climb out. The swallowed creature must succeed at both a grapple check against the creature's internal KAC + 8 and an Athletics check to climb (DC = 10 + 1-1/2 × the creature's CR). Each of these actions takes a full round. If both checks are successful, the target climbs back up to the creature's mouth and can escape, ending up in an open square adjacent to the creature.

Format: **Melee** bite +19 (5d4+16 P plus swallow whole); **Offensive Abilities** swallow whole (5d4+16 A, EAC 30, KAC 27, 71 HP).

Swarm Attack (Ex)

The creature automatically deals the listed damage to each creature whose space it occupies at the end of its turn,

with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Format: **Melee** swarm attack (1d6+2 P).

Guidelines: To determine the amount of damage a creature of CR 6 or lower deals with swarm attack, use the value listed in the CR 6 Three Attacks entry on its appropriate array table (see pages 129-132 of the *Alien Archive*), lowering the additional damage from that CR to match its actual CR. For all other creatures, use the Four Attacks entry for its CR in the corresponding array table.

Swarm Defenses (Ex)

Swarms take damage from weapons differently depending on how the weapon targets them.

A swarm is immune to attacks and effects that target a single creature (including single-target spells), with the exception of mind-affecting effects if the swarm has an Intelligence score and an ability similar to a formian's hive mind (*Alien Archive* 50).

A swarm takes half again as much damage (+50%) from effects that affect all targets in an area, such as grenades, blast and explode weapons, and many evocation spells.

A swarm takes normal damage from an attack or effect that affects multiple targets (including lines and fully automatic mode attacks). For the purpose of automatic fire, the swarm counts as five targets. For example, if an automatic attack is made using 12 rounds of ammunition, it can attack a maximum of six targets, so it can damage a swarm normally. However, if two other targets are closer to the attacker than the swarm, they must be attacked first, leaving only four attacks to target the swarm, so it takes no damage.

Format: **Defensive Abilities** swarm defenses.

Swarm Immunities (Ex)

Swarms are immune to the following effects, unless the effect specifies it works against swarms.

- Bleeding, critical hits, flat-footed, off-target, pinned, prone, staggered, and stunned.
- Combat maneuvers—swarms can't be affected by and can't perform combat maneuvers, unless the swarm's description says otherwise.
- Flanking—swarms are unflankable.
- Dying—a swarm reduced to 0 Hit Points breaks up and ceases to exist as a swarm, though individual members of it might survive.

Format: **Immunities** swarm immunities.

Tracking (Ex)

The creature can use the Perception skill to perform the follow tracks task of the Survival skill with the listed sense. The sense is usually related to a type of signature that most creatures leave behind, such as a scent or heat trail. The creature might gain a bonus or penalty to its Perception check to follow tracks depending on the strength of the quarry's signature, at the GM's discretion. It is possible for stronger



signatures to completely mask other signatures, making following tracks with a weaker signature very difficult.

Format: **Other Abilities** tracking (scent).

Trample (Ex)

As a full action, the creature can move up to its speed and through the space of any creatures that are at least one size smaller than itself. The creature does not need to make an attack roll; each creature whose space it moves through takes damage. A target of a trample can attempt a Reflex save with the listed DC to take half damage; if it attempts the save, it can't make an attack of opportunity against the trampling creature due to the creature's movement. A creature can deal trample damage to a given target only once per round.

Format: **Offensive Abilities** trample (3d4+14 B, DC 16).

Guidelines: The amount of damage the trample deals should be the same as the creature's standard melee damage.

Truespeech (Su)

The creature can speak with any other creature that has a language. This ability is always active.

Format: **Languages** truespeech.

Undead Immunities (Ex)

Undead are immune to the following effects, unless the effect specifies it works against undead creatures.

- Bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Format: **Immunities** undead immunities.

Unflankable (Ex)

Flanking the creature does not grant any bonuses, and abilities that function only against a creature that is flanked do not function against it.

Format: **Defensive Abilities** unflankable.

Unliving (Ex)

The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't heal damage naturally, but a construct can be repaired with the right tools. Spells such as *make whole* can heal constructs, and magic effects can heal undead. An unliving creature with fast healing (see page 150) still benefits from that ability. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected, except through the use of *miracle*, *wish*, or a similar effect that specifically works on unliving creatures.

Format: **Other Abilities** unliving.

Void Adaptation (Ex or Su)

Numerous creatures are inured to the void of outer space. A creature with void adaptation has the following abilities.

- Immunity to cosmic rays.
- Immunity to the environmental effects of vacuum.
- No breath (see page 152).

Format: **Defensive Abilities** void adaptation.

Vortex (Ex or Su)

A vortex ability works identically to the whirlwind ability (see below), except the creature gains a swim speed instead of a fly speed, it can form only in a liquid (such as in water), it cannot leave a liquid medium, and it always blocks all vision within it and line of sight past it. In addition, carried creatures must have a swim speed in order to attempt a Reflex save to escape.

Format: **Offensive Abilities** vortex (4d6+8 B, DC 15, 1/day).

Vulnerability (Ex or Su)

The creature takes half again as much damage (+50%) when it takes damage of a specific type. Creatures with a vulnerability to an effect that doesn't deal damage instead take a -4 penalty to saves against spells and effects that cause or use the listed vulnerability (such as enchantments). Some creatures might suffer additional effects, as noted in their stat blocks.

Format: **Weaknesses** vulnerable to fire.

Water Breathing (Ex)

The creature can breathe water. It can't breathe air unless it has the amphibious special ability (see page 149).

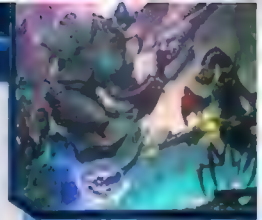
Format: **Other Abilities** water breathing.

Whirlwind (Ex or Su)

The creature can transform into a whirlwind as a standard action. Unless otherwise specified, the creature can remain in whirlwind form for a number of rounds equal to half its CR. If the creature has a fly speed, it retains that in its whirlwind form. If it does not have a fly speed, it gains an extraordinary fly speed (with average maneuverability) equal to its base speed. A creature in whirlwind form can move freely into and through other creatures' spaces, and it does not provoke attacks of opportunity as a result of its movement.

The base of a creature in whirlwind form occupies a 5-foot square. The whirlwind is twice as wide at its top as its base and has a height equal to four times the width of its base; this doesn't change the size category of the creature. If a creature is Large or larger, it can vary the size of its whirlwind form up to a maximum of a base equal to its normal space as a swift or move action. A creature in whirlwind form does not threaten any spaces around it, and it cannot make its normal attacks.

If a creature in whirlwind form enters the space of another creature, that creature must succeed at a Fortitude save with the listed DC or take the whirlwind's listed damage. If the whirlwind covers all of the creature's space, the creature must



also succeed at a Reflex save or be picked up by the whirlwind and carried along with it. A carried creature is flat-footed, grappled, and off-target, and it automatically takes the whirlwind's damage at the beginning of its turn. If the carried creature can fly, it can attempt a Reflex save as a move action, escaping on a successful save. If a carried creature does not escape, it can attempt a Fortitude save; if it succeeds, it can take any remaining actions it has on its turn (other than movement). On a failed save, the carried creature is unable to act until its next turn or until the whirlwind releases it.

A creature in whirlwind form can carry up to two creatures of its size, with the total number it can carry doubling for every size category the affected creatures are smaller than the whirlwind. The creature in whirlwind form can eject a carried creature at any time during its turn, dropping the carried creature in a space of its choice adjacent to its position at the time of ejection. At the GM's discretion, if the whirlwind is in contact with dirt, gases, water, or other material that can be easily drawn into it, the whirlwind blocks all vision within it (including darkvision) and blocks line of sight through it.

Format: **Offensive Abilities** whirlwind (4d6+8 B, DC 15, 1/day).

Guidelines: This ability is generally usable once per day, plus one additional time per day for every 5 CR the creature has. The amount of damage the whirlwind deals should be the same as the creature's standard melee damage. Whirlwinds normally deal bludgeoning damage.

APPENDIX 5: CREATURES BY CR

The following section lists creatures in this book by CR and alphabetically. In the case of templates, only the creature presented with a full stat block is included. A list of the starship stat blocks (and their respective tiers) is provided at the end.

CR 1/3: khefak, Small herd animal, Small predator, squox

CR 1/2: asteroid louse (space vermin), computer glitch gremlin, damai, Medium herd animal, orc technician, osharu, phentomite, ruthig (herd animal)

CR 1: aasimar (planar scion), akata, ghoran world-tamer, ghoul, hobgoblin trooper, Medium predator, ship glitch gremlin, trained squox, void zombie (akata)

CR 2: bolida miner, Large herd animal, pahtra inquisitive, predator swarm, quorlu, shotalashu, tiefling (planar scion), trox, vlaka tracker

CR 3: bodysnatcher slime, bone trooper technomancer, cerebriic fungus, corpsefolk operative, dromaeosaurid (dinosaur), embri, kanabo commando (oni), necropede (space vermin), pterosaur (dinosaur), tashtari, thasteron khafak

CR 4: anchorite velstrac, Arquand gazelle, Huge herd animal, juvenile nyssholora, Large predator, uplifted bear avenger, vortex shark (predator)

CR 5: garaggakal, glass serpent, hashukayak, ja noi (oni), juvenile solar wisp, orc trooper

CR 6: anacite ambassador, dust manta, feral shotalashu, Gargantuan herd animal, ghoran flora-shaper, mi-go, pahtra

stalker, phentomite bridger, ravai, thyreophoran (dinosaur), vlaka handler, warpmoth swarm (space vermin)

CR 7: corpsefolk marine, formian taskmaster, ghost, hobgoblin lieutenant, Huge predator, plesiosaur (dinosaur), Swarm mindreaper, tashtari alpha, uplifted bear constellate, warmonger devil

CR 8: bolida overseer, bone trooper captain, ceratopsid (dinosaur), Colossal herd animal, cybernetic golem, Dreamer, moonflower, osharu headteacher, shantak, tritidair azata

CR 9: assassin robot, cerebriic fungus voyager, emotivore, planetoid beetle (space vermin), quorlu sapper, theropod (dinosaur), trox defensor

CR 10: anacite predator drone, bodysnatcher autocrat, colour out of space, embri Speaker, formian mymarch, Gargantuan predator, sauropod (dinosaur), tekhoins aeon

CR 11: adult nyssholora, ghoul shock trooper, mi-go high priest, prexian mutantspawn (pluprex demon)

CR 12: comet wasp swarm (space vermin), damai guardian, dust manta monarch, haeshi-shaa (haeshi form)

CR 13: Colossal predator, pluprex demon, shipmind

CR 14: adult silver dragon, garaggakal polymath, nanotech golem

CR 15: moon giant, siege robot

CR 16: haeshi-shaa (shaa form), moonflower titan, plasma ooze

CR 17: calecor, emotivore mastermind

CR 18: old void dragon

CR 19: mature solar wisp

CR 20: living apocalypse

Starships: Tier 5: velstrac corvette; Tier 7: stellar protozoa; Tier 9: vermelith; Tier 11: Swarm dreadlancer; Tier 13: Dominion seeder (shipmind)

APPENDIX 6: CREATURES BY TYPE

Listed below are all the creatures in this book, organized alphabetically by type or subtype.

Aberration: akata, Dreamer, embri, embri Speaker, haeshi-shaa (haeshi form), haeshi-shaa (shaa form)

Animal: Arquand gazelle, ceratopsid (dinosaur), Colossal herd animal, Colossal predator, dromaeosaurid (dinosaur), Gargantuan herd animal, Gargantuan predator, hashukayak, Huge herd animal, Huge predator, Large herd animal, Large predator, Medium herd animal, Medium predator, plesiosaur (dinosaur), predator swarm, pterosaur (dinosaur), ruthig (herd animal), sauropod (dinosaur), Small herd animal, Small predator, squox, theropod (dinosaur), thyreophoran (dinosaur), trained squox, vortex shark (predator)

Construct (magical): cybernetic golem, nanotech golem

Construct (technological): anacite ambassador, anacite predator drone, assassin robot, cybernetic golem, nanotech golem, siege robot

Dragon: adult silver dragon, old void dragon

Fey: calecor, computer glitch gremlin, ravai, ship glitch gremlin

Humanoid: damai, damai guardian, hobgoblin lieutenant, hobgoblin trooper, moon giant, orc technician, orc trooper,



pahtra inquisitive, pahtra stalker, phentomite, phentomite bridger, vlaka handler, vlaka tracker

(Incorporeal): colour out of space, ghost

Magical Beast: adult nyssholora, dust manta, dust manta monarch, feral shotalashu, glass serpent, juvenile nyssholora, shantak, shotalashu, tashtari, tashtari alpha, uplifted bear avenger, uplifted bear constellate, vermelith

Monstrous Humanoid: formian myrmarch, formian taskmaster, osharu, osharu headteacher, quorlu, quorlu sapper, Swarm dreadlancer, Swarm mindreaper, trox, trox defensor

Ooze: bodysnatcher autocrat, bodysnatcher slime, colour out of space, living apocalypse, plasma ooze, shipmind

Outsider: garaggakal, garaggakal polymath, tekhoinos aeon

Outsider (air): juvenile solar wisp, mature solar wisp

Outsider (chaotic): pluprex demon, prexian mutantspawn (pluprex demon), tritidair azata

Outsider (evil): anchorite velstrac, pluprex demon, prexian mutantspawn (pluprex demon), warmonger devil

Outsider (fire): juvenile solar wisp, mature solar wisp

Outsider (good): tritidair azata

Outsider (lawful): anchorite velstrac, warmonger devil

Outsider (native): aasimar (planar scion), ja noi (oni), juvenile solar wisp, kanabo commando (oni), mature solar wisp, tiefling (planar scion)

Plant: cerebri fungus, cerebri fungus voyager, ghoran flora-shaper, ghoran world-tamer, mi-go, mi-go high priest, moonflower, moonflower titan

(Shapechanger): emotivore, emotivore mastermind, ja noi (oni)

Starship: Dominion seeder (shipmind), stellar protozoa, Swarm dreadlancer, velstrac corvette, vermelith

(Swarm): comet wasp swarm (space vermin), predator swarm, warpmoth swarm (space vermin)

Undead: bone trooper captain, bone trooper technomancer, corpsefolk marine, corpsefolk operative, emotivore, emotivore mastermind, ghost, ghoul, ghoul shock trooper, void zombie (akata)

Vermis: asteroid louse (space vermin), bolida miner, bolida overseer, comet wasp swarm (space vermin), khafak, necropede (space vermin), planetoid beetle (space vermin), stellar protozoa, thasteron khafak, warpmoth swarm (space vermin)

APPENDIX 7: CREATURES BY TERRAIN

The following list groups the creatures in this book into the environments or terrains where they are most commonly encountered. This list is a guide only, and a creature can appear outside the listed terrain in appropriate circumstances determined by the GM.

Any Terrain

aasimar (planar scion), adult silver dragon, akata, anacite ambassador, anacite predator drone, assassin robot, bone trooper captain, bone trooper technomancer, calecor, ceratopsid (dinosaur), cerebri fungus, cerebri fungus

voyager, Colossal herd animal, Colossal predator, colour out of space, computer glitch gremlin, corpsefolk marine, corpsefolk operative, cybernetic golem, damai, damai guardian, dromaeosaurid (dinosaur), embri, embri Speaker, emotivore, emotivore mastermind, Gargantuan herd animal, Gargantuan predator, ghoran flora-shaper, ghoran world-tamer, ghost, ghoul, ghoul shock trooper, glass serpent, haeshi-shaa, hobgoblin lieutenant, hobgoblin trooper, Huge herd animal, Huge predator, ja noi (oni), kanabo commando (oni), khafak, Large herd animal, Large predator, living apocalypse, Medium herd animal, Medium predator, mi-go, mi-go high priest, nanotech golem, necropede (space vermin), orc technician, orc trooper, osharu, osharu headteacher, pahtra inquisitive, pahtra stalker, phentomite, phentomite bridger, predator swarm, pterosaur (dinosaur), quorlu, quorlu sapper, sauropod (dinosaur), ship glitch gremlin, shipmind, siege robot, Small herd animal, Small predator, squox, Swarm mindreaper, thasteron khafak, theropod (dinosaur), thyreophoran (dinosaur), tiefling (planar scion), trained squox, trox, trox defensor, uplifted bear avenger, uplifted bear constellate, vlaka handler, vlaka tracker, void zombie (akata)

Any Land

bodysnatcher autocrat, bodysnatcher slime, formian myrmarch, formian taskmaster, juvenile solar wisp, mature solar wisp, moonflower, moonflower titan

Any Lunar

moon giant

Any Sky

Dreamer

Any Solar

plasma ooze, ravai

Any Water

plesiosaur (dinosaur), vortex shark (predator)

Deserts

dust manta, dust manta monarch

Forests

Arquand gazelle, feral shotalashu, ruthig (herd animal), shotalashu, tashtari, tashtari alpha

Hills

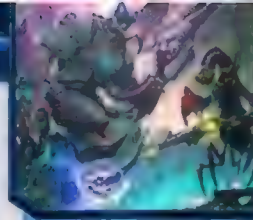
Arquand gazelle, hashukayak

Marshes

tashtari, tashtari alpha

Mountains

shantak



Plains

adult nyssholora, Arquand gazelle, hashukayak, juvenile nyssholora

Planar

anchorite velstrac, garaggakal, garaggakal polymath, pluprex demon, prexian mutantspawn (pluprex demon), tekhoinos aeon, tritidair azata, warmonger devil

Underground

bolida miner, bolida overseer, formian myrmarch, formian taskmaster

Vacuum

asteroid louse (space vermin), comet wasp swarm (space vermin), juvenile solar wisp, mature solar wisp, old void dragon, planetoid beetle (space vermin), plasma ooze, shantak, ship glitch gremlin, stellar protozoa, vermelith, warpmoth swarm (space vermin)

APPENDIX 8: TEMPLATE GRAFTS

The following section lists the creatures in this book that include template grafts, which can be easily added to existing stat blocks to create new creatures or variants of existing creatures. For more information on using template grafts, see the *Starfinder Alien Archive*.

Template Graft	Page
Aasimar	99
Bone trooper	23
Brass dragon	41
Bronze dragon	41
Cloud giant	63
Colour-blighted	29
Copper dragon	41
Corpsefolk	31
Dreamborn shantak	111
Emotivore	51
Ghast	61
Ghost	58
Ghoul	61
Gold dragon	41
Lacedon	61
Lunar dragon	42
Moon giant	63
Silver dragon	41
Solar dragon	42
Stone giant	63
Storm giant	63
Tiefling	99
Time dragon	43
Void dragon	43
Void zombie	9
Vortex dragon	43

APPENDIX 9: RULES OPTIONS

The following list indexes all of the additional rules options found in this book, including gear, feats, spells, and more.

Rules Option	Page
Adaptive defense module (armor upgrade)	7
Apocalypse crystal (solarian weapon crystal)	81
Arquand horns (magic item)	13
Arquand manacles (magic item)	13
Baleful polymorph (mystic/technomancer spell)	147
Calecor skull-globe (magic item)	25
Cerebral countermeasures (augmentation)	19
Cytoplasm weapons (starship weapons)	121
Dreamsnuff (drug)	45
Dueling sword (weapon)	22
Dust manta hide (armor)	47
Filament mesh (augmentation)	125
Focusing membrane (augmentation)	125
Formian plate (armor)	53
Fossilwrap (armor)	23
Fungal computer	27
Glass skin (augmentation)	65
Gravity serum (serum)	73
Haeshi-shaa serum (serum)	71
Heat-amp gauntlet (weapon)	105
Hivemask (magic item)	49
Khafak armor (armor)	79
Laborer frame (powered armor)	11
Leeching fusion (weapon fusion)	55
Levaloch longarms (weapon)	37
Levaloch trident (weapon)	37
Lightwarp inlay (armor upgrade)	65
Mass baleful polymorph (mystic/technomancer spell)	148
Mass polymorph (mystic/technomancer spell)	148
Mi-go brain cylinder (hybrid item)	83
Mi-go hollowskin (hybrid item)	83
Moonflower lightgraft (augmentation)	85
Pet carrier (armor upgrade)	119
Phasic scythe (weapon)	87
Photino crystal (solarian weapon crystal)	117
Photoenergetic node (augmentation)	125
Plasma diverter (technological item)	101
Polymorph (mystic/technomancer spell)	145
Polymorph Adept (feat)	145
Shantak whistle (magic item)	111
Shotashu saddle (hybrid item)	115
Shotashu Link cortex (augmentation)	115
Skitterhide (armor)	23
Squox Companion (feat)	119
Synesthetic fusion (weapon fusion)	45
Telepathic user interface (computer upgrade)	27
Tritidair fusion (weapon fusion)	15
Velstrac flenser (weapon)	129
Vermelith (starship frame)	131



APPENDIX 10: VITAL STATISTICS

Table 2 suggests some basic ranges to help determine the height, weight, and age of characters from a variety of alien species. The table includes vital statistics for the playable races from this book, the playable races from the *Starfinder Alien Archive*, and the

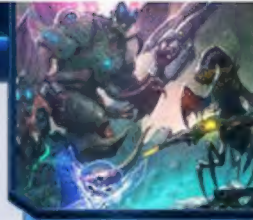
legacy races on pages 506–511 of the *Starfinder Core Rulebook*. While most characters fall somewhere in the middle of the range for their race, some exceptional individuals may be larger or smaller. For more information on vital statistics, see page 41 of the *Core Rulebook*.

TABLE 2: VITAL STATISTICS BY RACE

RACE	AVG. HEIGHT OR LENGTH	AVG. WEIGHT	AGE OF MATURITY	MAXIMUM AGE
Aasimar	5–7 ft.	100–300 lbs.	18 years	80+2d20 years
Barathu, early stage ¹	4–6 ft.	150–250 lbs.	30 years	500+3d% years
Bear, uplifted	9–11 ft.	1,000–1,500 lbs.	7 years	60+1d20 years
Bolida	6-1/2 to 7-1/2 ft.	300–400 lbs.	5 years	110+4d20 years
Contemplative ¹	3–4 ft.	75–125 lbs.	50 years	300+3d% years
Damai	5–7 ft.	100–250 lbs.	14 years	80+2d20 years
Draellik ¹	6–8 ft.	130–270 lbs.	15 years	70+2d20 years
Dragonkin ¹	8–20 ft.	500–2,500 lbs.	25 years	100+d% years
Drow ¹	5-1/2 to 6-1/2 ft.	100–150 lbs.	100 years	350+4d% years
Dwarf ²	4 to 4-1/2 ft.	150–200 lbs.	40 years	250+2d% years
Elf ²	5-1/2 to 6-1/2 ft.	100–150 lbs.	100 years	350+4d% years
Embri	3-1/2 to 4-1/2 ft.	150–250 lbs.	8 years	60+1d20 years
Formian ¹	6–8 ft.	150–250 lbs.	1 year	15+1d10 years
Ghoran	5–6 ft.	120–180 lbs.	2 years	200+1d% years
Gnome ²	3 to 3-1/2 ft.	30–50 lbs.	40 years	200+3d% years
Goblin, Space ¹	3–4 ft.	30–40 lbs.	7 years	40+1d20 years
Gray ¹	2–4 ft.	30–60 lbs.	25 years	400+4d% years
Haan ¹	8–10 ft.	120–250 lbs.	10 years	70+1d20 years
Half-elf ²	5-1/2 to 6-1/2 ft.	100–200 lbs.	20 years	125+3d20 years
Halfling ²	2-1/2 to 3-1/2 ft.	25–40 lbs.	20 years	100+5d20 years
Half-orc ²	5–7 ft.	130–200 lbs.	14 years	60+2d10 years
Hobgoblin	4–6 ft.	150–250 lbs.	14 years	60+2d10 years
Ikeshti ¹	2-1/2 to 3-1/2 ft.	30–90 lbs.	25 years	60+1d20 years
Kalo ¹	5–6 ft.	75–125 lbs.	18 years	100+3d10 years
Kanabo	5–7 ft.	200–300 lbs.	14 years	60+3d10 years
Maraqoui ¹	5-1/2 to 7 ft.	100–250 lbs.	12 years	40+3d10 years
Nuar ¹	7–8 ft.	260–350 lbs.	13 years	90+2d20 years
Orc	5–7 ft.	145–320 lbs.	12 years	40+2d10 years
Osharu	3-1/2 to 4-1/2 ft.	125–155 lbs.	18 years	90+2d10 years
Pahtra	6–7 ft.	140–190 lbs.	14 years	80+3d10 years
Phantomite	6–8 ft.	130–220 lbs.	16 years	70+2d20 years
Quorlu	4–5 ft.	300–400 lbs.	22 years	150+3d20 years
Reptoid ¹	5–6 ft.	100–180 lbs.	30 years	200+5d20 years
Ryphorian ¹	5–7 ft.	100–200 lbs.	18 years	80+2d20 years
Sarcesian ¹	10–15 ft.	400–500 lbs.	20 years	140+3d20 years
Shobhad ¹	11–13 ft.	400–600 lbs.	20 years	90+3d10 years
Skittermander ¹	2–4 ft.	25–45 lbs.	6 years	60+2d20 years
Tiefling	5–7 ft.	100–300 lbs.	18 years	80+2d20 years
Trox	10–12 ft.	1,700–2,000 lbs.	6 years	40+3d20 years
Urog ¹	10–15 ft.	500–1,000 lbs.	50 years	300+2d% years
Verthani ¹	7–9 ft.	200–350 lbs.	16 years	80+3d20 years
Vlaka	5-1/2 to 6-1/2 ft.	175–200 lbs.	3 years	30+4d10 years
Witchwyrd ¹	6–8 ft.	200–400 lbs.	100 years	600+10d% years
Wrikreechee ¹	5–7 ft.	250–350 lbs.	13 years	60+1d20 years

¹ See the *Starfinder Alien Archive*.

² See the *Starfinder Core Rulebook*.



APPENDIX 11: PLAYABLE RACES

Listed below are the creatures in this book that include racial traits that players can use to build characters of these races.

Race	Page	Race	Page
Aasimar	99	Kanabo	89
Bolida	21	Orc	91
Damai	33	Osharu	93
Embri	49	Pahtra	95
Ghoran	57	Phantomite	97
Hobgoblin	77	Quorlu	105
		Tiefling	99
		Trox	127
		Uplifted bear	17
		Vlaka	135

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